AMAZING WORLD OF DC COMICS

BEHIND THE SCENES · NEWS & REVIEWS · DC HEROES ON THE SCREEN · APRIL, 1976 · NO. 11 · $ 1.50

SUPER-VILLAINS THEN AND NOW

BY JACK C. HARRIS

"I'M *LEX LUTHOR*, *SUPERMAN'S* OLDEST AND MOST CUNNING FOE. I'VE CHANGED OVER THE YEARS..."

"...FROM A CURLY-HAIRED YOUNG GENIUS IN *ADVENTURE COMICS* NO. 271, APRIL, 1960..."

"...TO THE POWERFUL LEADER OF A EUROPEAN NATION IN MY FIRST RECORDED BATTLE WITH THE *MAN OF STEEL* IN *ACTION COMICS* NO. 23, APRIL, 1940."

ALTHOUGH, THROUGH MOST OF MY CRIMINAL CAREER, YOU'VE KNOWN ME AS A BALD, FAT FIEND AS I WAS IN *ACTION COMICS* NO. 47, 1942...

...I'VE RECENTLY LOST WEIGHT AND IMPROVED MY IMAGE AS *SUPER VILLAIN NUMBER ONE!*

HI! I'M *STAR SAPPHIRE*, ONE OF THE *EARTH-TWO FLASH'S* MOST RUTHLESS VILLAINS. I RULED AN ENTIRE WORLD AND SOUGHT TO DESTROY THE EARTH IN *ALL-FLASH* NO 32, DEC., 1947/ JAN., 1948.

"BUT *I* AM THE *STAR SAPPHIRE* OF *EARTH-ONE* ...CAROL FERRIS, GIRL FRIEND OF *GREEN LANTERN*. I WASN'T TRYING TO DESTROY ANYTHING--I WAS TRYING TO PROVE MY FEMALE SUPERIORITY OVER THE *EMERALD CRUSADER* IN *GREEN LANTERN* NO. 16, OCT., 1962."

"A MORE MODERN *STAR SAPPHIRE* APPEARS IN THE NEW *SECRET SOCIETY OF SUPER VILLAINS!*"

HA! WHAT A BUNCH OF BOZOS! UNLIKE THOSE OTHER METAMORPHIC MORONS, I--*THE JOKER*--HAVE REMAINED VIRTUALLY *UNCHANGED* SINCE MY FIRST BATTLE WITH *THE BATMAN* IN *BATMAN* NO 1, SPRING, 1940.

I FIGURE, WHY CHANGE A GOOD THING? ANYHOW, I'M THE ONLY ONE OF THE SUPER-VILLAINS TO HAVE MY VERY OWN BOOK! *HA! HA! HA!*

SOL HARRISON
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PAUL LEVITZ
Managing Editors

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COVER: The Super-Villains take over, courtesy of Dick Dillin.

INSIDE FRONT COVER: Who says you can't get nastier as time goes on?

INSIDE BACK COVER: The origin of Solomon Grundy, in more ways than one.

BACK COVER: The Injustice Gang of The World, from **ALL-STAR COMICS** # 37.

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THE WRONG

Assume that a super-hero like **Superman** somehow existed in real life (or on Earth Prime for the sake of **DC** continuity) during today's post-Watergate era. Would he be welcomed with open arms? It's hardly likely. Chances are, he'd be feared by the people who would see him as an all-powerful, Orwellian Big Brother: an entity with the power to dictate his own law and enforce it.

In all probability, psychologists would flood the talk show circuit debating why the Man of Steel wears a gaudy costume; the armed forces would test his capacity as an offensive weapon; the Policemen's Union would complain that he was eliminating too many jobs within the department; the Senate and House would insist he reveal all his secrets in committee sessions; scientists would put him to work in research departments curing today's incurable illnesses; lawyers would continually challenge his source of legal authority; legislators would introduce strict laws to govern his movement in and out of their respective states; and newspapers would publicize the many charges and counter-charges aimed at him. In short, odds are that he would become so suspect that he might be forced to continue his activities undercover or outside the limits of the law.

Some of the more realistic fantasy heroes in comic books have suffered from similar problems, which in turn have forced them to work outside the law. Even **DC's** biggest super-stars had to face this sort of challenge in the early days of their careers. In 1938, Americans heard the rumbles of Nazi tanks in Poland and the whispers of a fascist race of self-proclaimed "supermen" emanating from Germany. At about that time, a mysterious being with unnatural powers debuted without fanfare in the United States—a man who called himself **"Superman."** The public must have been terror-stricken (on Earth II, of course) with the thought that the emerging enemy had already reached the shores of America. Actually, the early **Superman** was the "Dr. Pepper" of his time: a hero who was so misunderstood.

In his premier appearance in **ACTION COMICS #1, Superman's** mission was interpreted correctly by the governor who announced "He's not human—Thank heaven he's apparently on the side of law and order!" But many people did not share the governor's opinion, and by 1940, the police were continually trying to bring in the Man of Steel. Perhaps **Superman's** most relentless pursuer was Sgt. Casey of the Metropolis Police Department. He was the officer who almost captured the red, white, and blue vigilante in the **SUPERMAN LIMITED COLLECTOR'S EDITION** (#C-31).

The concept of the hero wanted by the law was probably borrowed from the **Green Hornet** radio shows. The grounds for the warrant were the same: taking the law into their own hands. Even though over the years **Superman** began to work in cooperation with domestic and international authority (specifically the Police, FBI, and U.N.), he still has had various run-ins with the law. Each time, however, it has

ARM OF THE LAW

BY MICHAEL USLAN

been due to trumped-up charges, frame-ups, Red Kryptonite, mistakes, part of a master plan to bait certain criminals, or other unusual gimmicks.

Far more frightening for the public and its defenders in blue was the mysterious arrival of a man cloaked in the costume of a bat who prowled the streets of Gotham City by night. Initially, Police Commissioner Gordon didn't know what to think of this character, as he revealed in the first story panel of **Batman's** debut in **DETECTIVE COMICS** #27: "This fellow they call **'The Bat-Man'** puzzles me!" Gordon wasn't puzzled for long, as the first time he sighted the Masked Manhunter, just two pages later, he yelled for his officers to "Get him!"

The Batman vanished in a parade of lead, courtesy of the Gotham City Police Department. But the actions of Gordon were actually justified. It seems that this early version of the Caped Crusader graduated from **The Sepctre** School of Justice with a degree in "If-I-Don't-Like-Your-Looks-I'll-Kill-You." His definition of justice was self-made and he administered it mercilessly by heaving criminals off buildings to their deaths on the cold concrete below. Little wonder that **The Batman** would be the object of a police manhunt for years to come.

The clincher came at the end of that same first story, "Case of the Chemical Syndicate," in which **The Batman's** heavy fist sent the villain plunging into a vat of acid. **Batman** sloughed off the incident by saying, "A fitting ending for his kind." **Batman's** idol, **The Shadow,** would have been proud!

The cops were relentless in their chase for **The Batman.** By Spring, 1940 **(BATMAN COMICS #1),** The Joker KO'ed the Caped Crusader and left him for Gordon's men. One officer, probably related to **Superman's** Sgt. Casey, reached out to unmask our hero who then suddenly revived and smashed through a nearby window under a hail of police bullets. Again, he barely managed to escape the law. **The Batman** still had a long way to go to win the Congeniality Award at the Gotham City Policeman's Ball.

Even as late as 1943 when **Batman** appeared on the silver screen for the first time in Columbia Pictures' serial, "The Adventures of Batman", he was still being sought by the cops. It really wasn't until he began to radically change his image that the public began to recognize him as a hero. **Batman** tempered his cold, harsh methods and modified the frightening effect of his costume by reducing the size of his bat-ears, using a smooth, flowing cape rather than the jutting bat-cape with which he began his career, and further modifying his image to that of a more conventional super-hero by acquiring the assistance of young **Robin.**

In recent years, **Batman** has changed his image again to a point combining the early image with the later one. This has been an effort to regain some of that fear-striking loner of the night stature. Of course, he has again begun to experience renewed problems with the police, the public, and various candidates for D.A. and city offices. Though he has been using his own methods of tracking and capturing

...AND REVEALS ITS OCCUPANT...IF THE COMMISSIONER COULD SEE HIS YOUNG FRIEND NOW... HE'D BE AMAZED TO LEARN THAT HE IS THE 'BAT-MAN!'
FINIS

crooks, he now leaves the details of justice and punishment up to the courts.

Batman and **Superman** may have been sought by the police in those days, but at least their intentions were always honorable. **Plastic Man,** however, started out as the L-O-N-G but wrong arm of the law. Eel O'Brian was a gangster and armed robber. He and his gang busted the safe at the Crawford Chemical Works one night in August 1941 (as reported in **POLICE COMICS** #1), gaining $100,000 in the process. During the escape, the guard shot and wounded the fleeing Eel who tumbled against a vat of acid. The acid spilled on him, entering his bloodstream through the wound. He was nursed to health at a rest haven by an order of Monks who listened to Eel tell the story of why he went wrong:

> "Well, y'see, my folks died when I was ten, leaving me alone in the world. I tried to work hard but people kept pushing me around —Always pushing!! Until finally I got tired of it and started pushing THEM around!! I'd completely lost faith in mankind, until . . . well, you've given me a new slant on things."

And so, **Plastic Man** became the world's most unique super-hero while continuing on in his secret identity as the "evil" Eel O'Brian. Eel participated in his gang's crimes but nabbed them in the end as **Plas.** But since **Plas** was not an authorized undercover agent, he was therefore operating on the wrong side of the law.

It wasn't until later in his career that he joined the establishment by becoming a special agent of the Federal Bureau of Investigation. Luckily, he recently shifted to the N.B.I. (National Bureau of Investigation), or else his F.B.I. affiliation might have led him to the wrong side of the law again during the Watergate cover-up.

Where there have been troubled super-heroes, there were also super-heroines in trouble. When the **Black Canary** debuted in the **Johnny Thunder** strip in **FLASH COMICS** #86, (August, 1947) she was a villainess. If it wasn't for Johnny Thunder's guidance, she might never have reformed and Green Arrow would be chasing her today for a vastly different reason. The Harlequin was another Feline Felon—the nemesis of the original **Green Lantern.** She debuted in his strip in **ALL-AMERICAN COMICS** #89 (as Alan Scott's secretary. She was also enamoured with Green Lantern. But since **G.L.** never paid any attention to her, she took on the guise of the Harlequin in an attempt to get him to notice her. Harlequin was no super-villainess at heart, so time after time and usually without Green Lantern's knowledge, she arranged things so he wouldn't be hurt and anything stolen would be returned. Harlequin even began secretly working for the F.B.I. as an undercover agent against the underworld much as **Plastic Man** did via his Eel O'Brian guise.

These were some of the old-line **DC** heroes, but what about the more recent ones? When Steve Ditko first came to **DC** in the late 60's, he created a crew of original heroes. At the time, Ditko was into the "hero wanted by the law" concept. He had created the New **Blue Beetle** and **The Question** for **Charlton,** worked on **Spiderman** for **Marvel,** and created **Mr. A** for his own ventures—all of these characters were pursued by the police. His first two outings for **DC** carried this over in the form of **The Creeper** and **The Hawk and The Dove.**

The Hawk and The Dove were two teen-age brothers. Much like students of the late-sixties, they were politically oriented and their ideologies became their action names. Hank Hall was **The Hawk,** the domineering, hot-tempered brother. **Dove** preferred to back down and walk away from a conflict in order to avoid a fight. **Dove's** actions were interpreted by onlookers, including **The Hawk,** as fear and cowardice. It was **Superman** and Clark Kent split into two costumed heroes carried to ultimate extremes.

Their father was a court justice, and a stern man who felt that these two punk incognito vigilantes were obstructing justice, breaking laws, and violating the Constitutional rights of the citizenry. He inspired the public pressure that led to the police putting the heat on the two heroes. Often, the Judge tried to be the balancing factor for the two extremes of his sons. However, if he was a victim of his own narrow

AFTER THE STORM SUBSIDES..
WELL, HOMER'S GONE INTO HIDING. NOW MAYBE EEL O'BRIAN CAN FIND WHAT PLASTIC MAN COULDN'T ABOUT FATSO!
SO YOU WANT PROOF OF MY ABILITY, EH?..OKAY, SMART STUFF. I'LL MEET YOU HERE IN TWO WEEKS. AND KEEP AN EYE ON THE PAPERS, 'CAUSE YOU'LL BE READING A LOT ABOUT ME!

thinking . . . So too were his sons, for neither **The Hawk** nor **The Dove** was willing to compromise his way of thinking. As a result, they fought between themselves and left each other in tough predicaments.

It wasn't until they began working alongside **The Teen Titans** that they were legitimized and more accepted by the public and the police. Toward the end of their short careers, **The Hawk** and **The Dove** often operated separately. **The Dove** never was very interested in being a super-hero, but **The Hawk** revelled in it. Had the comics market not begun to shrink at that time, chances are **The Hawk** might have moved on to a career as a lone super-hero and part-time member of **The Teen Titans.**

When the rumors first began to fly that Steve Ditko was moving over to **DC,** word was out that he had created a new character who was a cross between **The Shadow** and **Spiderman,** with yellow, green, and red throw rugs covering his body for good measure. Fans screamed "impossible." But the rumor wasn't far off.

Jack Ryder had been implanted with a transformation disc that changed him into the powerful **Creeper.** All his intentions were good ones, but since he looked like the father of **The Joker** and was always around the scenes of crimes, neither the police nor the public could be calm and reasonable enough to understand him.

It seems that the **DC** super-hero has journeyed a long way to wind up where he began. The cycle has completed itself and once again the law is after those who are actually working for it . . . in their own way. Even the earlier vigilante style heroes, given time, grew to join the establishment and even work for the F.B.I. **Superman, Batman, Plastic Man, Black Canary** and others became accepted as public defenders just as, given time, **Creeper, Hawk** and **Dove,** and the new wave heroes may one day be welcomed by the citizenry in the interest of "truth, justice and the American Way."

THOSE WHO WORSHIP EVIL'S MIGHT

AN INTERVIEW WITH SINESTRO by HERMO-PREJ

Reprinted from THE QWARDIAN JOURNAL OF POPULAR EVIL, Ulquet 34, 7119. All Rights Reserved under Qwardian Law. Violators will be destroyed...slowly. English translation by E. Nelson Bridwell and Anthony Tollin. Research by Kenneth Gale.

Sinestro is one of the most renowned evildoers living today. A native of the planet Korugar, he was chosen as Green Lantern of Space Sector 1417 by the Guardians of the Universe. When he quite naturally used his new power to make himself ruler of Korugar, the Guardians became unreasonable and took back their ring. They then banished him to our own Qwardian Universe, where evil is the ideal. Here he displayed his admirable conceit by saying we of Qward were not evil ENOUGH. He insisted he could teach us the ultimate in evil. He proceeded to kidnap the entire populace of Valdale (numbering approximately 100,000)—a multiple felony under reactionary Terran law. Although defeated by the Green Lantern of Earth, he returned time after time with new schemes against the Guardians, the Green Lantern Corps, and the Terran Green Lantern in particular. He attacked the Guardians' stronghold on Oa, tricked the Green Lantern Corps into banishing its Earth member, and even stole the huge main power battery which supplies energy for all the Green Lanterns. Sinestro has teamed with other villains to battle the Justice League of America, and has even clashed with Superman and Green Lantern together. Recently, he has been active with the Secret Society of Super-Villains. He was interviewed on the occasion of his latest try to win the annual popularity contest for the most evil person on Qward.

HP: You claim to be the most dangerous foe of the Terran **Green Lantern**; that you are, in fact, his superior?

SIN: Without doubt.

HP: Oh? I'm sure several of his other foes would disagree. **Star Sapphire** has tried several times to prove her superiority. . . .

SIN: And failed! She was never really evil at all. I should know—I was involved with her in a battle against **Green Lantern**. But she was motivated by one of the most despicable of emotions—love! And whom did she love? **Green Lantern**, that's who! Scandalous!

HP: But that was the old **Star Sapphire**. The new one . . .

"GL often used my own traps against me. Obviously, he felt what I had used—or planned to use—against him would be the best thing to use against me."

"**The Shark** followed an animal instinct to seek out prey, but never went beyond the basic thinking aspects of a dumb brute. No wonder he always lost!"

"What's wrong with a little honest conceit? On Earth, they count pride as one of the Seven Deadly Sins. That's enough recommendation for me."

SIN: . . . has not yet proved herself in battle with that ring-bearer.

HP: **Dr. Polaris,** then—he **killed Green Lantern.**

SIN: **Almost** killed him! There was a spark of life and Hal Jordan was saved.

HP: Hal Jordan? Oh, yes—**Green Lantern's** real name.

SIN: Strange names they have on Earth, eh? But as for **Polaril,** he is what the Earth people would call a Jekyll-Hyde—one who has both good and evil personalities. It appears his good side ultimately won out. And you call **him a villain?**

HP: **Sonar,** then—he has surely proved himself.

SIN: Don't be idiotic! **Sonar** is a crack-brained chauvinist[1] with one stupid obsession—to call attention to the miniscule bit of Earth he called his country—**Modora.** No desire for wealth or power—just fame for that stretch of dirt.

HP: Yet he recently took on the whole **Justice League.**

SIN: Only to find he was being used by another villain—the **Queen Bee!** A woman—manipulating him! Ugh! That wasn't the first time the boob was manipulated, either. There was **Hector Hammond—**

HP: Ah, yes—**Hammond,** with his super-evolved brain, must certainly be accounted one of Hal Jordan's most dreaded foes.

SIN: You **are** kidding, aren't you? **Hammond** would have been nothing if it hadn't been for one lucky break. He found a strange meteor which could evolve life forms.

HP: But when he used it on himself . . .

SIN: He showed that even a super-evolved brain couldn't disguise the fact that he was a fool. He made himself immortal—only to find he was also immobile—incapable of moving a muscle.

1. Chauvinist is an Earth term meaning someone who is inordinately patriotic. Strange to say, such people cannot be persuaded to betray their homelands.

HP: He did a great deal with his super-mind, though.

SIN: Oh, he was fairly clever at using it, I'll admit. Turning the power ring against **GL,** for instance, and impersonating a **Guardian.** But I think his mind is going. Last time he only used that hairy whatsit called the **Shaggy Man**—made it attack the **Justice League.** Next thing you know, old skyscraper-dome will try recruiting on the **Bizarro World.**

HP: Speaking of evolution, there's **The Shark.**[2] Imagine—a killer shark evolved into a super-being of the far future—but with his killer instinct intact!

SIN: That's the trouble—he used only instinct, whether fighting **Green Lantern, Flash** or **Superman.**[3] He followed an animal instinct to seek out prey, rather than knowingly choosing evil because he liked being evil. He evolved super-normal powers, but never went beyond the basic thinking aspects of a dumb brute. No wonder he always lost!

HP: **Major Disaster,** then—he was ruthless in creating death and destruction.

SIN: Ruthless—and stupid. He learned the secret identities of **Green Lantern** and **Flash,** but couldn't tell anyone because **GL** made him unable to do so.

HP: That reminds me—**you** know **Green Lantern** is Hal Jordan. Why don't **you** reveal his identity?

SIN: Such things are beneath me. I am only interested in killing him—but in some truly brilliant way. After him I'll get the **Guardians** and the rest of the **Green Lantern Corps**—especially **Katma Tui.**

HP: She is the one who took your place as **Green Lantern** of **Korugar?**

SIN: Why ask, since you already know? But it's true. Imagine the humiliation—me, the one evil **Green Lantern**—replaced by a mere woman! Why, I even made a yellow power ring that resisted the green power rings, since yellow is their one weakness. Has any other villain done anything half so clever?

2. A shark is a type of Earth sea-life, having a spine but no bones.. Only cartilage. Earth people fear them as killers, but, sad to say, not all sharks live up to their reputation.
3. See **Public Enemies,** chapters 26 and 30.

HP: Well, there was **Al Magone,** who instigated the killing of a good many **Green Lanterns.**

SIN: Sure—because he was able to ally himself with super-criminals from many worlds. Without their help, **Magone** would have rotted in the **Guardians'** space-prison.

HP: You will confess **Black Hand** had an effective weapon against **Green Lantern.**

SIN: Yes—if he'd used it right. He was gathering power-ring energy to zap **GL** with. Made half of Hal disappear. He even got Jordan arrested in his place. But in the end, who won out? That ring-slinging hero, that's who! **Hand** fell flat on his face. As did Myrwhydden, the pint-sized flop who lost out to both Hal Jordan and his predecessor, Abin Sur.

HP: Who are you to speak? Have you ever beaten **Green Lantern?**

SIN: That was below the belt[4]—but it's true I never utterly defeated my foe. On the other hand, he often used my own traps against me. Obviously, he felt what I had used—or planned to use-against him would be the best thing to use against me.

HP: Yet you escaped those traps. If you did it, couldn't **GL** have done the same?

SIN: Of course not! I was the one who dreamed up the traps. **GL** wouldn't have been able to think of the escapes I actually effected—for the simple reason that I had invented them.

HP: The **Tattooed Man—**

SIN: You seem to be scraping the bottom of the barrel now. It was sheer chance that led that freak to the chemical formula which could change tattoos into real objects. Pure dumb luck.

4. Another Terran term. In boxing contests, one is forbidden to hit one's opponent below the belt. The rules are generally adhered to, with the result that few men are killed during such bouts. One wonders why they bother to fight.

HP: But he has always fought the whole **Justice League** since that first battle with **GL.**

SIN: But always in company with other villains—and always to the usual end—a prat-fall.

HP: I have one you can't put down —**Pol Manning.**

SIN: Yes—the alter ego **GL** had in the far future—the 58th century of Earth. **GL's** will and power ring created a real **Pol Manning,** who became a villain—but only until Jordan erased the evil in **Pol** with that blasted ring of his. When you stop to think of it, **Pol** had to wind up as a good guy—for the simple reason that he was Hal Jordan, "Mr. Congeniality" of the **Green Lantern Corps.**

HP: Evil Star had a source of power even greater than **GL's** ring.

SIN: Sure—his star-bands. And Hal couldn't use them because anyone who did became evil. You could not do good with them. Yet **Evil Star** let **GL** outmaneuver him—twice! In the end, he turned out to be another little man with big ideas, but without the brain to carry them out.

HP: And the reason you insist you should win the popularity contest is that you regard yourself as the most evil being ever to oppose **Green Lantern?**

SIN: You heard me, my friend. We've gone over the whole roster, and not one has fought him so often or so successfully. You must admit that.

HP: Frequency, yes-but no one has fought **Green Lantern** successfully —yet. However, we of **Qward** certainly came close a few times.

SIN: Oh, yes—the famed **Weaponers.** A whole planet full of evil-doers—and you couldn't kill **one super-hero!**

HP: You're not apt to win any prizes that way.

SIN: What's wrong with a little honest conceit? On Earth, they count pride as one of the Seven Deadly Sins. That's enough recommendation for me.

SONAR— SULTAN OF SUPER-SONIC SOUND!
THE SHARK— PREYER ON HUMAN BEINGS!
BLACKHAND— THE CLICHÉ CRIMINAL!
DR. POLARIS— MASTER OF MAGNETISM!
STAR SAPPHIRE— MISTRESS OF MYSTIC MIGHT!

HP: But we have pride, too. And don't forget—it's the **Quardians** who will do the voting.

SIN: And, as usual, they'll pick a **Qwardian** to win, is that what you're saying?

HP: Of course! As you know, evil is our good. The reason you've never been able to win any popularity contests here is simple—**we cheat!**

SIN: WHAT???

HP: Naturally! You proved yourself a sure loser from the start. You used all manner of evil tricks on **Green Lantern** and the **Guardians** . . . but when it came to the contest, **you played fair!**

SIN: B-but I wanted to win on my own, without resorting to fraud.

HP: That is exactly what we **Qwardians** would never think of doing[5]— which proves you are still polluted by some insidious strain of honesty. Nobody here has such weaknesses.

Note: The annual popularity contest was won for the twenty-sixth consecutive year by Gypo-Bax, Dictator-in-Chief of Qward. His hand-picked men tabulated the votes as always.[6]

5. Curiously, one occasionally finds honesty in Qwardians. See "The Menace of Honesty"—**Journal of Abnormal Psychology,** vol. 27, no. 55.
6. Coincidentally, the Terrans have a word for cheating—"gyp"—which is very close to our leader's name. He is pleased.

Amazing World of Letters

Not quite the issue we promised, though I'm quite proud of this collection of criminal capers. It represents the best of the worst, and although it's a little comics heavy, there's a fairly entertaining balance in the issue.

Speaking personally, I'd appreciate your comments on **AWODCC:** past, present and future; as they would help me plan upcoming issues. Themes, or no themes? History, or happenings? Interviews, articles, comics, or something new? Let me know.

Next time, either a blazing battle issue or a sensation sci-fi starring the Legion . . . since #9 sold out in three weeks flat (who says we don't bow to reader requests). Why two choices? Simple, ye editor lives and **learns** . . . to get this mag out on time requires having alternate choices available.

—Paul Levitz

Dear Bob,

I don't know why everyone is making such a fuss over the letter columns. When I buy a comic and don't have time to start reading it, I turn to the letters to see who has written in. I'm always delighted to see my two favorite letterhacks, Rich Morrissey and Bob Rodi, represented. I especially like Bob's letters because for the most part I agree with his views of the stories. So even if **my** letters aren't printed, ones expressing similar views are.

Sherman Boyson complains in his letter in **AWODCC #8** about LoC monopolizers. This is not the problem with the letter columns. Everybody has an equal chance of getting published and lots of people use gimmicks to get their letters in. Unfortunately, gimmick letters rarely do more than use some trick to get published and then say nothing important! This is the problem with the letters pages.

To quote Bob Rozakis in **WONDER WOMAN #213:** "This kind of letter is of little interest to the readers and of no value to the editor, who is left wondering what part of the stories this reader enjoyed and what parts he may not have liked so much. . . . We value letters more when they have something constructive to say." If you, Bob, can say this, why don't you do it in your lettercols? The letter page in **THE JOKER** has especially no value because nothing worthwhile is said—just a few corny jokes. I'd like to see lettercols the way they were back in the early days of the **JLA,** wherein all the letters were critical.

Another point Sherman makes is about the time spent writing letters. It was almost a year before my first letter got printed, but I must admit that most of my early letters weren't of much value to anyone. But I was learning to write through the experience and that's the important part.

DAVE WILLCOX
625 S. Highland Ave.
Arlington Hts., IL 60005

(Somehow I never thought the letter column here would be used as a forum to debate the worth of the rest of our letter columns, but you people out there evidently feel it's a topic worth discussing, so onward!—BR)

* * * * *

Dear Bob,

In **AWODCC #8,** Sherman Boyson brought out an interesting point and what he has to say is true. There are certain people who always get their letters printed, but their letters always have something good and interesting to say! That's why they are printed!

If you dig out your old comics and read through some of the letters from people like Guy H. Lillian III, Irene Vartanoff, Martin Pasko, Joe Peluso, Rich Morrissey, and Bob Rozakis, you'll find that their letters were also interesting and had something to say. These are just a few of **DC's** great letterhacks of the past and by reading their letters you can see why.

I did not agree with Richy Forman's letter condemning you, Bob. While other companies may joke around, **DC** always had good lettercols. Sure you joke around a little, but it livens things up.

BOB COWDEN
3 Oak Knoll Loop
Walnut Creek, CA 94596

* * * * *

Dear Bob,

The macho society we live in demands a defense-mechanism in its male members and, as much as I hate to conform to it, this is probably the reason I'm writing. The thing is, I don't know if I should be flattered by Sherman Boyson's letter in **AMAZING WORLD #8** which had me stepping on fandom's letter-writing fingers, or if I should consider myself (figuratively speaking, of course) hit below the belt.

But why take it silently? I never have before.

Argument for the defense: I am basically a vain person who enjoys seeing his name in print. (The thrill has worn off in recent months and I've begun using pseudonyms for fun—this should disprove any favoritism on the part of the **DC** staff.) Also, I am very opinionated and am used to saying what I feel. As a result, I spend quite a bit of time **getting** those opinions into print. I, too, have written approximately three times as many letters as I've had printed.

The point is I enjoy LoC pages and the "Readers' Forum" concept . . . and the natural performer in me (however overbearing) demands that I be a part of it. Of course, the curse of "hubris" is still with us, with the masses more than willing to cut down anybody who gets too big for his britches. I can't relent, however. I'm the sort of person who would rather get bigger britches!

To sum up, I can not and will not stop writing to "make way" for others. If I were to keep all my opinions to myself, the resulting build-up would most assuredly

blow my teeth out!

I should add, however, that I haven't had as much time to devote to letter-writing now that I am really getting into fandom and fanzines (an extension of LoC pages, if you will). And I also should add that, although there is a definite pattern, my plans for the future don't include the **DC** payroll, though it is a secret fantasy of mine.

I may be vain, but not enough so that I would devote any more of this letter to a discussion of myself. There are certainly more pressing issues than my philosophy of life and whether or not I like soap-on-a-rope as a Christmas gift. Interested parties are asked to forward all further attacks to me personally.

As for letter-writers who haven't made it yet, just keep trying. And instigate peace between the (nonexistant) elite and the rest of the group called "fandom. We're all in this together.

BOB RODI
515 South 5th St.
Columbia, MO 65201

(There is little to add to this other than to reaffirm that we always have and always will continue to print the most interesting letters, no matter **who** sends them in. We have no idea what other names reader Rodi is using on his letters, but it would be interesting to find out after a period of time just how many of his letters are printed under those names.

As far as advice to up and coming letterhacks, let me echo Bob's advice—just keep trying! Whether your comments make it into print is important to you, but equally important is that your comments are being read and tallied here at **DC**. The lettercol is a representative sampling of reader reaction and just as the best speaker is often elected to represent a group of people, those people who make it into print are the best writer of their views. Consider it a contest to make it into print if you wish, and we'll "elect" the best letters.—BR)

* * * * *

Dear Woodchucks,

As I write this letter, I feel frustration mounting which has been seething for several years now. At the core of this frustration is the system whereby the comics industry honors its best talents.

One complaint is that **DC** and **Marvel** seemingly have the awards locked up year after year. Because of the fact that the companies wield a one-two punch saleswise, it should come as no surprise. But other companies have talented artists and writers working for them too. Why have none of them been nominated for an award? Because their companies are too small to compete with the two giants? It's not that I feel one artist is superior to another, but if there is to be any recognition of talent, why not at least treat it as such and not as talent answering as loyalty?

Another thing bothering me is the type of story that cops most of the awards. The action-adventure tale that features a hero or group of heroes in a strange or unusual setting has carried the awards for as long as I can remember. From **Flash, Adam Strange, Fantastic Four, Conan, Green Lantern/ Green Arrow, Swamp Thing, Manhunter,** there have been endless variations on the same theme as each character strives to outdo the others. Why does this theme always win?

For example, I thought **PLOP!** and **Jonah Hex** should each have received an award as new works on the comics scene. They have not. I also thought **DC's** mystery books should win a few for their excellent stories and art, but a superhero copped them that year. Similarly, I thought both **DC** and **Marvel's** war mags deserved some recognition. Yet each year the award committees remain stuck in the groove of nominating the superheroes.

Last of all, there is the disturbing trend of lumping the best writer with the best artist or a particular mag and watch them walk away with all the top honors. Now I can see how an artist can win awards for a particular story, but why should the writer be thrown in too? I know there were better stories around than those that won, but they didn't because they lacked the top-flight art. I think that each company puts forth a quality package by its best writer-artist team in order to cop a nomination. Those that aren't singled out for such a package are largely ignored. Why, for example, have neither **Superman** nor **Batman** won awards for years? Surely not all of their stories have been lousy, not all their art haphazard. Hasn't one writer surpassed himself with a classic on either of these features?

Now you know my gripes. I disagree with your choices of best comics year after year. Why can't you appoint a non-partisan panel to review your efforts each year? I feel too many good people are left out of the awards simply because their work is not the slick, polished style that has been winning awards.

ANTONE PERRY
1427 Lyons Ave.
Turlock, CA. 95380

(You make it sound like a bunch of people from DC and Marvel get together and decide which company deserves which awards each year, Antone. This is not the case! The awards are voted to the best work by any and all comics professionals who are willing to take the time to do so. Perhaps the overall group is swayed to a particular type of story or art, but if they all like it enough to consider it the best of the year, don't you think it deserves the award?

And just to set something straight, nobody in the comics business sits up trying to match a writer and an artist so that his company can cop an award nomination for a particular feature. We try to make everything we do the very best, using the best available people on each book. The name of the game is selling comics, not winning awards!

Finally, if you don't like the way the pros vote for the best, why don't you actively take part in the fan voting that goes on every year. If a **Superman** story or an issue of **PLOP!** was the best last year, vote for it. If enough people agree, you'll have picked the winner!—BR)

* * * * *

Gentlemen,

In **AWODCC #8,** Nelson Bridwell's "Yesteryear" page showed a **NEW FUN COMICS** cover dated April, 1935. The text mentioned **NEW FUN #1** as February, 1935. Before I go completely bananas, what issue is that pictured?

DON BENNETT
2601 E. Turney #1
Phoenix, AZ 85016

(Sorry for the confusion. That's the cover to **NEW FUN #2.** We didn't have an available picture of **#1** to use in the feature.—BR)

DIRECT CURRENTS

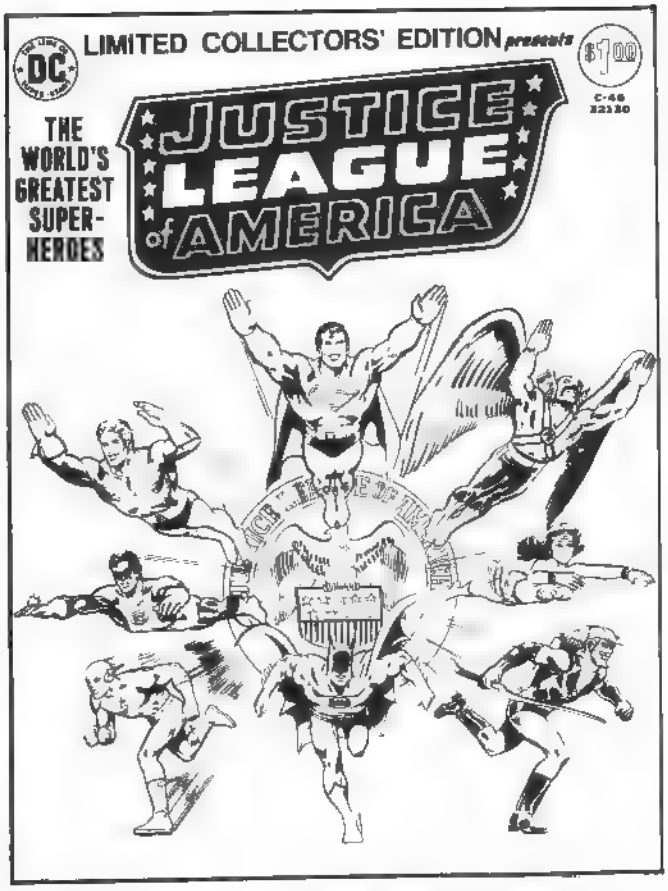
This issue, **Direct Currents'** headline story concerns none of our magazines . . . and yet, it's sure to have a dramatic effect on all our titles in the months to come.

After eight years at the creative controls of **DC,** Carmine Infantino has relinquished his post and turned the company over to a new management team, while he moves on to new challenges elsewhere. During his tenure as Editorial Director, Publisher, and finally Publisher and President, Carmine changed the shape of the entire company, bringing in several of our most talented editors (Joe Kubert, Joe Orlando, Denny O'Neil and Gerry Conway) and adding many new magazines and characters to the line (including super-stars **TARZAN** and **SHAZAM**).

At press time, we don't know whether Carmine will once again pick up the pencil that won him Alley and Ruben Awards as an illustrator, or whether he'll be applying his business talents in a new venture, but either way we wish him only the best.

In the prophetic department, **AWODCC** racks up a high score since Carmine's departure took place while our tenth issue was on the press . . . the very issue that spotlighted the forty-year career of his successor as President of NPP, Sol Harrison. After that in-depth survey, there's little more we can add . . . except to say that no one knows more about our field, and no one deserves the honor more.

Sharing the responsibilities with Sol will be a newcomer to **DC,** Jenette Kahn, who joins the company as its new Publisher. Jenette's background isn't in comics, but it isn't far removed. In the past 6 years, she's created and edited three magazines for young people. The first publication was written



and illustrated by kids for each other. The second, **DYNAMITE,** now has a circulation of over a million. And **SMASH,** the third, currently is on the press with its thirteenth issue.

With this ideal balance between established expertise and incoming enthusiasm, **DC** looks forward to a new era of even greater creativity, greater investigation of the new fields and formats for our comics and our characters. And now, more than ever, your ideas, comments and criticisms are important. As we gradually change and improve our various titles we want to be guided by you, our readers. Drop a line to each comic's letter page, or address an overall comment on the line to the **AWODCC** lettercol . . . we'll be waiting and listening.

* * * * *

All the dust hasn't settled around the changes in management yet, but things are beginning to happen already. The old policy of testing new magazines with three and four issue runs is being dropped, in favor of continuing new titles until your response can be measured at the newsstand. So have faith, your new friends are going to be around for a while.

* * * * *

Department of new magazines: DC SPECIAL isn't a new magazine, but it has undergone a face-lifting. **The Three Musketeers** and **Robin Hood** features that started in #22 will be staying on for the foreseeable future, with Murray Boltinoff, Bob Haney and Lee Elias teaming up on the **Musketeers** stories. We kept promising new things from Joe Kubert's office, and now we're ready to deliver: May will see the release of **RAGMAN** #1, one of the strangest super-heroes you'll ever meet . . . courtesy of Bob Kanigher (script), Joe Kubert (editing and layouts) and Fred Carrillo (finished art). And shortly thereafter, watch for **SEXTET** . . . but more on that next time. In the interests of equal time, we'll also mention that similarly long-promised **STARFIRE** #1 and **GREEN LANTERN/GREEN ARROW** #90 will be hitting the stands in May as well. This summer will see the debut of several more **DC** surprises . . .including the revivals of a couple of titles that were prematurely cancelled in the last few months. The first revival will be **HOUSE OF SECRETS,** as Abel rejoins his brother Cain in the active mystery host contest for telling creepy tales.

* * * * *

There are format changes in the wind, too. You saw how **PLOP** went to an all-new 50¢ Giant package last issue. This time, **SHAZAM,** is making the move to 50¢ Giant status. It won't be going to **all** new material yet, but watch for some special new **Isis** stories by Denny O'Neil, based on the TV series, with Dick Giordano doing the artwork.

To balance the fact that **SHAZAM** didn't go all-new, we're taking an established 50¢ mag and adding more new pages to it. Beginning with Joe Orlando's editorial takeover of **TARZAN FAMILY,** the Burroughs' characters will be filling the whole magazine with new adventures. Joining **Korak** and **John Carter of Mars** (whose feature will have an expanded page count) will be **David Innes of Pellucidar** and our

Fantastic Creatures of Edgar Rice Burroughs poster pages.

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In the **LIMITED COLLECTORS' EDITION** category, you'll find the cover of our **KING ARTHUR** edition adorning these pages, and the magazine that goes with it is just as beautiful and nearing completion. We hope to have it to you in late summer or early fall. Meanwhile, watch for a special **SUPERMAN SALUTES THE BICENTENNIAL** collection coming out side-by-side with the first **JUSTICE LEAGUE** dollar book, and then **SUPERBOY AND THE LEGION** along with the story of **THE SUPERMAN-FLASH RACE.** (We'd tell you what **Rudolph the Red-Nosed Reindeer** is preparing too, but you know how Santa gets when you spoil his surprises!)

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The trend towards epic adventure continues: **The Joker kills the Justice League** in a three-issue tour-de-force of his own magazine (naturally, you wouldn't expect him to do that well in the **JLA** mag, would you?) while the **JLA** meets the super-heroes of Earth-S (for **SHAZAM!)** in the annual **JLA-JSA** tale this summer. Marty Pasko wrote the **Joker** solo, while the second is a collaborative effort between Nelson Bridwell (plot) and Mr. P. (dialog). And, if epics belong anywhere, they belong in sword & sorcery, so **Claw's** "Grimstone Quest" will now be leading him towards his origin, courtesy of writer David Michelinie and new artist Keith Giffen.

* * * * *

As for the ever-changing assignments game, get your scorecard and try to follow this confusion:

• Denny O'Neil is filling in for Marty Pasko who is filling in for Gerry Conway on **KAMANDI** (#45 will be plotted by Pasko and dialogued by O'Neil, while #46 and #47 will be O'Neil solos) while Gerry pitches in as Guest Editor on **KUNG FU FIGHTER** #11 and 12. David Anthony Kraft will be doing the fill-in **Kung Fu** scripts, while Jack Abel inks a couple of issues of **Richard Dragon's** adventures and Pat Gabriele pencils at least one.

• Paul Levitz is resuming his chores as **Aquaman's** writer ... seems he just can't breathe air anymore and needs to script the sea sultan again. He's also picking up the **TARZAN FAMILY** assignment—writing all three series in the mag. As of next week, he expects to be ERB's twin.

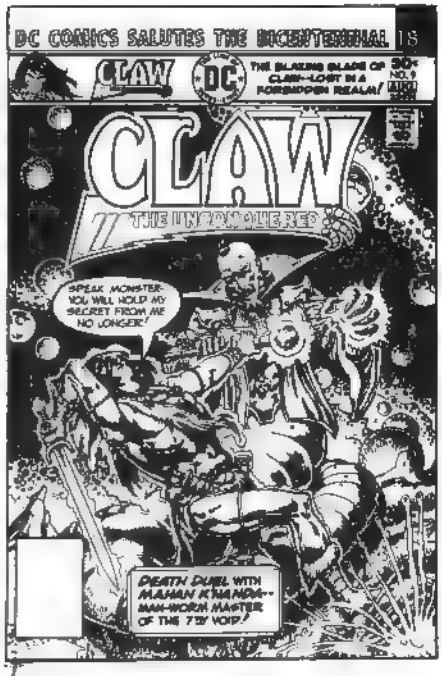
• New discovery Jim Sherman is pencilling an issue of **BLACKHAWK,** and then will be moving on to **Korak** as the Son of Tarzan's regular penciller. Meanwhile, Al Milgrom is doing the finished art on another **BLACKHAWK,** all paving the way for George Evans to be back on the mag (and schedule).

• Ernie Chua takes over as the **Swamp Thing's** new penciller, as David A. Kraft flies solo as the new writer on that mag. Fred Carrillo will be finishing Ernie's pencils.

• D.A.K. also pitched in to help Gerry out on **SECRET SOCIETY**

HEY, WORST, YOU SURE BLEW OLL DIXON AWAY WITH THA BOUNCIN BALL!
TOO BAD THAT KID GOT CAUGHT WHEN IT WENT OFF!
AHH, FORGET IT ANDERS, SHE WON'T BE MISSED BY ANY-ONE!
WHAT'S THAT? IS SOMETHIN MOVIN IN THERE?
JUST SHADOWS IN A PILE OF RAGS AN RUBBISH!
I HATE SHADOWS!
THE CAR BLAST'LL HAVE THE COPS STREAMIN ALL OVER THE STREETS!
TAKE TO THE ROOF!
CREATED BY KUBERT & KANIGHER
SCRIPT BOB KANIGHER
ART THE REDONDO STUDIO
FROM THE SUN-SPECKLED GLOOM EMERGES A STRANGE AND STARTLING FIGURE. MAN OR MYTH? SHADOW OR SUBSTANCE? DOES THE BERLE MASK CONCEAL THE FACE OF A LEERING GARGOYLE? OR A BLEEDING HUMAN? DID THE KILLER'S BULLETS STRIKE HOME IN FRAIL FLESH AND SHATTERED BONE? ONLY THE ENIGMATIC EYES GLEAMING IN THEIR MASKED SLITS CAN REVEAL THE ASTONISHING TRUTH OF
RAGMAN
"ORIGIN OF THE TATTERDEMALION"

DC COMICS SALUTES THE BICENTENNIAL 17
THE JUSTICE SOCIETY OF AMERICA IN
ALL STAR Comics
WITH THE SUPER SQUAD
POO LATE, GREEN LANTERN! NOW CAUGHT VULCAN--
BUT HE KILLED DOCTOR FATE!
HELLFIRE
HOLOCAUST!


DC COMICS SALUTES THE BICENTENNIAL 18
CLAW
THE UNCONQUERED
SPEAK, MONSTER! YOU WILL HOLD MY SECRET FROM ME NO LONGER!
DEATH DUEL WITH MAMAN KHANDA-- MAN-WORM MASTER OF THE 7TH VOID!

OF SUPER-VILLAINS. Scheduled to become the mag's regular writer as of #3, Dave dialogued half of #2 to get a headstart.

• Welcome Mike Nasser and Joe Rubinstein, two Continuity Associates graduates who are working on the **Tales Of The Great Disaster** series in **KAMANDI.**

• Pat Gabriele is another new artistic name that you'll be hearing more of. He's picking up the layout chores on **KOBRA** and we've got more plans for him in the future. Keith Giffen, meanwhile, moves from **KOBRA** to **KAMANDI.**

• Are you beginning to get the idea that it all depends on who gets the flu which week?

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Turning to the ever (un)popular villains, we find that the only married villains in comics are turning up to battle **Batgirl** and **Robin** as Elliot Maggin brings the **Huntress** and **Sportsmaster** to **BATMAN FAMILY.** And if that isn't enough, the **Riddler** will return in a near-future **BATMAN!**

If your preference towards villains is on the really evil side, watch for the upcoming revelation of Karshon's identity in **ADVENTURE COMICS.** Special kudos to any reader who guesses the tyrant's true name from the sparse (but sufficient) clues that we've been dropping.

Let's close this column on a bit of **AMAZING WORLD** news. #9, our **Legion Handbook** issue sold out in three weeks . . . a sure sign that **Legion** fans know what they want and order fast! And if that makes you think that there's more of the **LSH** in the future, just keep watching these pages!

APRIL
COMICS LISTING

( ) OUR ARMY AT WAR #294 (July). Sgt. Rock and the Combat-Happy Joes of Easy Company discover that the Nazis have a special doom ready for them—"A Coffin For Easy" (measured and constructed by Bob Kanigher, Joe Kubert and Frank Redondo) **The Gallery of War** tells the tale of "The Wild Piper" (Kanigher and Ric Estrada). Cover by Kubert (On sale April 1st)

( ) GHOSTS #48 (July/August). Three true tales of the world of the supernatural. "Showdown With A Specter" (art by Tenny Henson). "The Phantom Head" (art by Buddy Gernale) and "The Girl Who Inherited A Ghost" (art by Gene Ureta). Cover by Luis Dominguez. (On sale April 1st)

( ) WEIRD WESTERN TALES #35 (July/August). At press time, we're not certain of the contents of this issue there are two **Jonah Hex** novels in Argentina, and whichever turns up first will appear in this issue. One is illustrated by George Moliterni, the other by Bill Draut and Luis Dominguez. Both are scripted by Michael Fleisher, and the cover is by Ernie Chua. (On sale April 1st)

( ) KAMANDI #43 (July). The focal point of the action is Ben Boxer, on trial in the great gorilla court. In fact, you might even call it the tale of "A Connecticut Mutant In Great Caesar's Court" (by Gerry Conway, Martin Pasko, Chic Stone and Mike Royer). And introducing a new series—**Tales of The Great Disaster** by Conway, Pablo Marcos and Bob Smith. Cover by Ernie Chua. (On sale April 1st)

( ) BATMAN FAMILY #6 (July/August.). Four tales feature the various Family members separately this issue, as **Batgirl** battles a big corporation for the rights of an Indian tribe in "Valley of the Copper Moon" Elliot S! Maggin, Jose Delbo and Vince Colletta), while **Robin** must capture "The Joker's Daughter" to recover a mystery writer's last manuscript—a story stolen from a locked room! Bob Rozakis, Irv Novick and Frank McLaughlin created the **Robin** tale, which is backed up by two classics. **Alfred** soloing "In The Soup" (art by Jerry Robinson) and the villain of the issue in "The New Crimes Of The Mad Hatter." Cover by Ernie Chua (On sale April 1st)

( ) JUSTICE LEAGUE OF AMERICA #132 (July). The **JLA** and **Supergirl** made their debuts in 1959, but this is the first **JLA** story in which they've joined forces—and what's more, they're facing the combined menace of the Queen Bee, Sonar and "The Beasts Who Fought Like Men" (by Gerry Conway, Dick Dillin and Frank McLaughlin). Cover by Ernie Chua. (On sale April 6th)

( ) THE JOKER #8 (July/August). Which is more powerful, convulsions of laughter or chills of fright? Find out as the Clown Prince of Crime squares off against the most fearsome felon of all in "The Scarcrow's Fearsome Face-Off" (by Elliot S! Maggin, Irv Novick and Tex Blaisdell). Cover by Ernie Chua. (On sale April 6th)

( ) FREEDOM FIGHTERS #3 (July/August). A new look for the oldest and newest superteam on Earth as Martin Pasko, Ramona Fradon and Juan Canale take over the **FF's** mag with the story of "The Super Sniper." And if you need extra thrills, watch out for the return of the Weaponers of Qward! Cover by Dick Giordano (On sale April 6th)

( ) SUPERMAN #301 (July). It's hardly the first issue of **SUPERMAN,** but we're considering 301 a new beginning as Jose Luis Garcia Lopez makes his debut as the **Superpenciller.** "Solomon Grundy Wins On A Monday" in this action-packed novel-lengther scripted by Gerry Conway and inked by Bob Oksner. cover by Lopez and Oksner (On sale April 8th)

( ) HOUSE OF MYSTERY #243 (July). Beware of the man who became "Brother Bear"—or you might meet the fearsome fate of the star of the leading chiller in this issue (by Bob Haney and Franc Reyes). Then mystery-maniacs can learn that "Things Like This Just Don't Happen" according to Sheldon Mayer and Jess Jodloman. Cover by Ricardo Villagran. (On sale April 8th)

( ) BATMAN #277 (July). Puzzle this one out, mystery story fans: the Masked Manhunter follows a man into a cave, is knocked unconcious and awakes to find the man dead and the police charging **Bruce Wayne** with the murder! "The Riddle Of The Man Who Walked Backwards" was woven by David V. Reed, Ernie Chua and Tex Blaisdell . . . can you unravel it? Cover by Chua. (On sale April 8th)

( ) PLOP! #22 (July/August). Beginning with an Edwing-Manak-Orlando cover that will collapse you (never mind what it's doing to the Empire State Building), **PLOP!** packs another issue with laughs. Featured are "The Kicking Man" (John Albano script and art), "Maybe I Just Have Big Bones?" (Albano and Bill Draut), "The Dirty Thief" (Steve Skeates and Sergio Aragones), "A Tale Before Sunrise" (Skeates and Vincente Alcazar), **The Adventures of Peter Pureheart** (Albano and Orlando), The Cross-Eyed Pussycat (Albano and Scarpelli), Wally Wood's **Plopular Poetry,** a Basil Wolverton monster pin-up, and more! (On sale April 8th)

( ) OUR FIGHTING FORCES #168 (July/August). The Nazi War Machine has captured the **Losers** and is planning to hang them, but it's "A Cold Day To Die" in this Bob Kanigher-George Evans tale. And **Johnny Cloud** flies solo in "Death Knocks Five Times" (Bart Regan and E.R. Cruz). Cover by Luis Dominguez. (On sale April 13th)

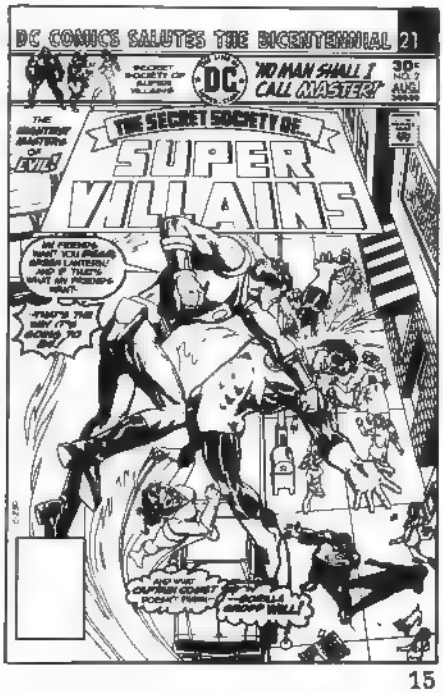
( ) WEIRD WAR TALES #47 (July/August). This issue spotlights three unusual wars in "Bloodbath Of The Toy Soldiers" (a fabulous future war story by George Kashdan and Ruben Yandoc), "The Warrior" (Jack Oleck and Ricardo Villamonte) and a **Day After Doomsday** featurette by Steve Skeates, Paul Kirchner and Tex Blaisdell. Cover by Joe Kubert. (On sale April 13th)

( ) FOUR STAR SPECTACULAR #3 (July/August). Wonder Woman finds herself caught in an "Undersea Trap" (Bob Kanigher, Ross Andru and Mike Esposito), **Superboy** meets **Supergirl** in Argo City (Cary Bates and Jim Mooney) and **Green Lantern** is trapped by "The Power Battery Peril" (John Broome, Gil Kane and Bernard Sachs). The cover surrounding these classic tales is by Ernie Chua. (On sale April 13th)

( ) KARATE KID #3 (July/August). Death strikes once . . . twice . . . will it return a third time, or will the Martial Arts Master of the 30th Century be able to stop "The Revenger" in this Barry Jameson-Ric Estrada-Joe Staton story? Turn past the Mike Grell cover and see! (On sale April 15th)

( ) ALL-STAR COMICS #61 (July/August). "Hellfire And Holocaust" concludes the shattering story of Vulcan, Son of Fire, and his battle with the **All-Star Super-Squad.** Script by Gerry Conway, art by Keith Giffen and Wally Wood Cover by Ernie Chua. (On sale April 15th)

( ) CLAW THE UNCONQUERED #8 (July/August). A new look, a new world, and more new menaces than you can count as **Claw's** quest takes him beyond the bounds of the Earth in search of Moonthorn, the



enchanted sword David Michelinie, Keith Giffen, Ricardo Villagran, Oscar Nouvelle and friends bring you the macabre menace of "The Master Of The Seventh Void!" Cover by Giffen and Ernie Chua. (On sale April 15th)

( ) THE BRAVE & THE BOLD #128 (July). There's an added dimension to this issue, as the action ranges from Earth to New Genesis and back again **Batman** is reunited with the incredible escape artist known as **Mister Miracle** when Gotham is flooded with "Death By Thou Ounce" (Bob Haney and Jim Aparo) Cover by Aparo. (On sale April 15th)

( ) BLITZKRIEG #4 (July/August). The modern warriors face "The Tourists" while the Huns have the problem of "The Souvenir" in tales by Bob Kanigher and Ric Estrada. Plus a **Battle Album** featurette by Sam Glanzman Cover by Joe Kubert. (On sale April 20th)

( ) SECRET SOCIETY OF SUPER-VILLAINS #2 (July/August). If it's a society for villains, what's **Captain Comet** doing here? We're not sure, but the good **Captain** is twenty years out of date and not even twenty seconds out of danger in "No Man Shall I Call Master" by Gerry Conway, David Anthony Kraft, Pablo Marcos and Bob Smith. And watch out for some revelations about the mysterious **Manhunter!** Cover by Dick Giordano. (On sale April 20th)

( ) SUPERBOY AND THE LEGION OF SUPER-HEROES #216 (July). Remember **Tyros,** the sonic sensation from #216? Will he become the newest member of the **Legion of Super Heroes?** Maybe, if he can save his future teammates from "The Secret Villain The World Never Knew!" A 17-page epic by Cary Bates (script) and Mike Grell (art and cover). (On sale April 20th)

( ) TARZAN FAMILY #64 (July/August). Joe Kubert's editorial reign draws to a close as **Korak** comes face-to-face with the tribe of "Gigantics" (Bob Kanigher, Kubert and Rudy Florese), while **John Carter** discovers "Lights Of Doom" on Mars (Kanigher, Kubert and Noly Zamora). Plus **Carson Of**

Venus in "Menace In The Sky" (Len Wein and Mike Kaluta) and a **Tarzan** classic. Cover by Kubert. (On sale April 22nd)

( ) KUNG FU FIGHTER #10 (July). Ben inherits some northern timberland so Dragon and Shiva join him on a trip to Canada and a battle with Hatchett. "The Human Inferno" is by Denny O'Neil, with art by Ric Estrada and Jack Abel. Cover by Dick Giordano. (On sale April 22nd)

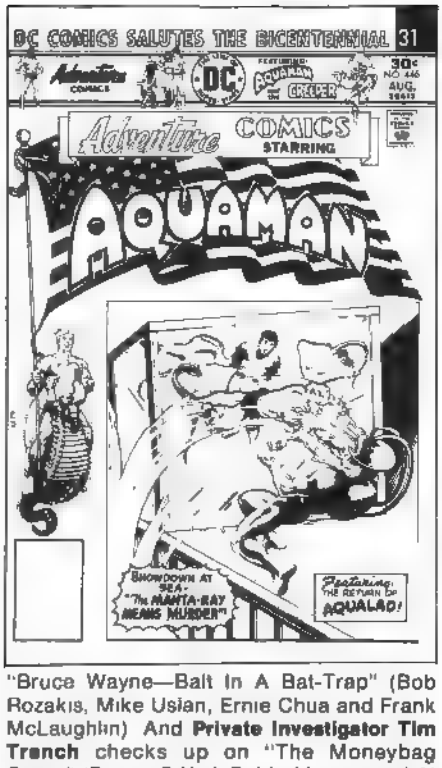
( ) BLACKHAWK #247 (July/August). Meet the menace of the man named Biolord—but watch out. You've met him, because he's been plotting the destruction of the **Blackhawk** team in disguise! "Operation. Overkill" is the culmination of his plans, and it's by David Anthony Kraft, Ric Estrada and Al Milgrom. Cover by Dick Giordano. (On sale April 22nd)

( ) WORLD'S FINEST COMICS #239 (July). The **Metal Men's** metallic leader, **Gold** lends his hand as the **WORLD'S FINEST** team of **Superman** and **Batman** tries to solve the baffling mystery of "The UFO that stole the USA!" Script by Bob Haney, art by Curt Swan and John Calnan. Cover by Ernie Chua and John Calnan. (On sale April 22nd)

( ) G.I.COMBAT#192 (July). The crew of the **Haunted Tank** has learned to live with the ghost of General Jeb Stuart—but what happens when they discover that "The General Has Two Faces" (Bob Kanigher and Sam Glanzman). And an **OSS** agent has a special problem when he learns that the "Target For Tonight is Me!" (Bart Regan and Ric Estrada). Cover by Luis Dominguez. (On sale April 27th)

( ) THE UNEXPECTED #174 (July/August). If shocks are your bag, don't miss these three fright-fables: "The Long Arms Of Death" (Wesley Marsh and Fred Carrillo), "The Gauntlet Of Fear" (George Kashdan and Don Perlin), and "The Sands Of Time" (art by Rich Buckler). Cover by Luis Dominguez (On sale April 27th)

( ) DETECTIVE COMICS #461 (July). Captain Stingaree continues his quest to capture the three **Batmen**—and this time he's got



"Bruce Wayne—Bait In A Bat-Trap" (Bob Rozakis, Mike Usian, Ernie Chua and Frank McLaughlin) And **Private Investigator Tim Trench** checks up on "The Moneybag Caper" (Denny O'Neil, Pablo Marcos and Al Milgrom). Cover by Chua. (On sale April 27th)

( ) ACTION COMICS #451 (July). Superman's newest foe challenges him to a duel to the death. "Kill Me—Or Leave Me" cries Karb-brak in this Cary Bates-Curt Swan-Tex Blaisdell tale. And **Perry White** solos in the tale of "The Toughest Newsboy In Town" (Elliot Maggin, Curt Swan and Tex Blaisdell). Cover by Bob Oksner (On sale April 29th)

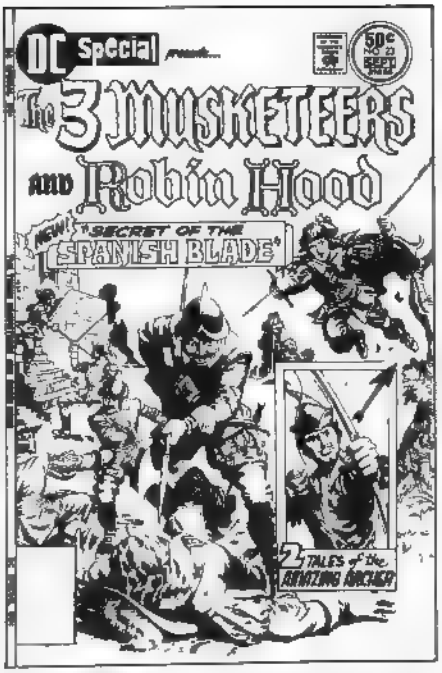
( ) TARZAN #251 (July). The epic adaptation of Edgar Rice Burroughs' "Tarzan The Untamed" continues, courtesy of Gerry Conway, Jose Luis Garcia Lopez and Rudy Florese Cover by Lopez. (On sale April 29th)

( ) DC SUPER STARS #5 (July). THE FLASH gets the spotlight this issue with a triple threat collection: "The Day Flash Aged 100 Years" (Gardner Fox, Carmine Infantino & Joe Giella), and the **Golden Age Flash** in a story written in the forties but redrawn for this magazine: "Deal Me From The Bottom" (art by Rico Rival). Cover by Ernie Chua. (On sale April 29th)

( ) ADVENTURE COMICS #446 (July/Aug). Aquaman joins forces with **Aqualad** once more to battle one of their most dangerous foes in "The Manta-Ray Means Murder" (Levitz, Pasko and Aparo) **The Creeper** solos in "Mind Over Murder" by Pasko, Estrada and Staton Cover by Aparo (On sale April 29th)

MAY
COMICS LISTING

( ) LIMITED COLLECTORS' EDITION #C-46 presents THE JUSTICE LEAGUE OF AMERICA (August/September). Two of their strangest adventures are reprinted. "The Deadly Dreams Of Doctor Destiny" and "The Decoy Missions Of The Justice



League" (with a surprise guest star!). Both tales are by Gardner Fox, Mike Sekowsky and Bernard Sachs. Also filled with special features, and covers by Neal Adams and Dick Giordano. (On sale May 4th)

( ) LIMITED COLLECTORS' EDITION #C-47 presents SUPERMAN SALUTES THE BICENTENNIAL (August/September). The Man of Steel tells six stories of heroic adventure during the Revolution. Five of them are **Tomahawk** tales, the sixth a special Valley Forge historical piece. Art by Fred Ray, with a special introduction pencilled by Curt Swan. Cover by Ray. (On sale May 4th)

( ) OUR ARMY AT WAR #295 (August). It's a triple threat issue on the battlefront, as **Sgt. Rock** and Easy Company meet "The Devil in Paradise" (care of Bob Kanigher, Joe Kubert and Frank Redondo), Norm Maurer presents the **Medal of Honor** story of "Sgt. York" and Sergio Aragones serves up some more **War Games.** Cover by Kubert. (On sale May 4th)

( ) KAMANDI #44 (August). You've met **Kamandi's** reptilian rogue enemy before, but he's back! Beware—"The Merchant Of Menace" say Gerry Conway, Keith Giffen and Mike Royer. Plus a new episode in **Tales Of The Great Disaster,** "The Prince And The Pawn" by David Anthony Kraft, Paul Levitz, Pablo Marcos and Steve Mitchell. Cover by Ernie Chua. (On sale May 4th)

( ) GREEN LANTERN/GREEN ARROW #90 (August/September). At last—the Emerald Warriors are reunited, forming the most dynamic team comics have ever seen! This new bi-monthly mag, edited and written by Denny O'Neil blasts off with the story of "Those Who Worship Evil's Might", illustrated by Mike Grell, the series' new regular artist, who also rendered the cover. (On sale May 4th)

( ) SWAMP THING #24 (August/September). He's no longer the man-monster, just Alec Holland, scientist—and helpless before Thrudvang, the Earth Master "The Earth Below" by David Anthony Kraft, Gerry Conway, Ernie Chua and Fred Carrillo. Cover by Chua. (On sale May 6th)

( ) STARFIRE #1 (August/September). She was born to free an enslaved world—a world where swords and super-science are vying for control, in the hands of two alien races and the traitorous humans who serve them. Her origin is unique, her attitudes unusual, and her adventures extraordinary. We hesitate to describe this magazine as science-fiction, sword & sorcery, or even heroic adventure—let's just say it's pure fun in "A World Made Of War" by David Michelinie, Mike Vosburg and Bob Smith. Editor Joe Orlando will be bringing you this mag on a bi-monthly basis. Cover by Ernie Chua and Vince Colletta. (On sale May 6th)

( ) HOUSE OF SECRETS #141 (August/September). Two new thrillers: "You can't Beat The Devil" (Bill Finger and E.R. Cruz) plus "Exit Laughing" (Jack Oleck, Ernie Chua and Bill Draut). Cover by Leopoldo Duranona. (On sale May 6th)

( ) SUPERMAN FAMILY #178 (August/September). It's disasterous—it's dramatic—it's **Lois Lane**—"The Girl With the Heart of Steel!" And what does the Man of Steel think of this? You'll have to ask Cary Bates and Kurt Schaffenberger—only they know for sure! Plus **Jimmy Olsen** as "Superman's Phantom Pal" (art by Curt Swan & George Klein) and **Supergirl** in "The Three Magic Wishes" (Otto Binder & Jim Mooney). Cover by Schaffenberger. (On sale May 6th)

( ) STAR SPANGLED WAR STORIES #201 (August/September). The Unknown Soldier has his first mission on the home front in this issue's novel-length thriller. And if the faceless warrior doesn't win his "Back Alley War," New York will be faced with a deadly epidemic! Script by David Michelinie and art by Gerry Talaoc. Cover by Joe Kubert. (On sale May 11th)

( ) BATMAN #278 (August). The great Gotham Guardian needing help to stop a criminal? It's a rare occurrence, but this issue **Batman** joins forces with a Scotland Yard detective to track down The Wringer, the amazing super-foe who cries "Stop Me Before I Kill—!" (David V. Reed and Ernie Chua). Cover by Chua. (On sale May 11th)

( ) HOUSE OF MYSTERY #244 (August). If you want to worship at the coven of your choice, try this issue's lead chiller—and meet the crowd that cries "Kronos-Zagros-Eborak" (George Kashdan and Frank Thorne). Plus "Your Epitaph I Only A Birthday Card" by Doug Moench and Franc Reyes, and **Cain's Game Room** by John Albano. Cover by Luis Dominguez. (On sale May 11th)

( ) METAL MEN #47 (August/September). We're not quite sure what "The X Effect" is, but the Robot Wonders are finding out the hard way—courtesy of Gerry Conway and Walt Simonson. Plus more mysteries, a wedding in the works, and more fun per page than you'll believe. (On sale May 13th)

( ) RAGMAN #1 (August/September). He's a new hero . . . a new concept . . . and the first super-hero magazine ever to emerge from editor Joe Kubert's office. Watch out for the amazing world of the **Ragman,** and the awesome "Origin Of The Tatterdemalion" by Bob Kanigher, Kubert and Fred Carrillo. Cover by Kubert. (On sale May 13th)

( ) DC SPECIAL #23 (August/September). It's mystery and intrigue as the fabulous Frenchmen, D'Artagnan and **the Three Musketeers,** attempt to unlock "The Secret of the Spanish Blade" by Bob Haney (script) and Lee Elias (art). Meanwhile, Robin Hood strives to ward off "The Attack of the Sea Raiders" (by Bob Haney, Ross Andru and Mike Esposito) and face Prince John's men with "Three Arrows Against Doom" (by Bob Haney and Russ Heath). Cover by Luis Dominguez. (On sale May 13th)

( ) JUSTICE LEAGUE OF AMERICA #133 (August). Last issue, the team was unable to find **Superman**—so this time they go looking for the Man of Steel on a world across the galaxy that's being plagued by one of the **JLA's** oldest foes, Despero! "Missing—One Man of Steel" is by Gerry Conway, Dick Dillin and Frank McLaughlin. Cover by Ernie Chua. (On sale May 18th)

( ) HERCULES UNBOUND #6 (August/September). God War breaks out—and a

showdown between the Olympian powerhouse and Ares, God of War! "Even A God May Die"—but will any mortals survive this confrontation? If not, Kevin and David Rigg will perish—and you have to read this Gerry Conway-Jose Luis Garcia Lopez-Wally Wood epic to find the answer! Cover by Lopez. (On sale May 18th)

( ) PLASTIC MAN #14 (August/September). They're the most macabre monsters you've ever met, and they're out to get the World's Wildest Hero. "Meat By Product And Sludge" are their names, and **Plastic Man** is their game in this Elliot Maggin-Ramona Fradon-Mike Royer tale. Cover by Ernie Chua. (On sale May 18th)

( ) KUNG FU FIGHTER #11 (August/September). Guest writer David Anthony Kraft takes **Dragon** and company to China for the first half of a two-part tale "When Strike The Samaurl" (art by Ric Estrada and Wally Wood). Cover by Dick Giordano. (On sale May 18th)

( ) THE WITCHING HOUR #65 (August/September). A George Kashdan script shows "A Handy Way To Die" with art by Nestor Redondo to begin three tales of terror presented by our three resident witches. "The Loathsome Loner" by Carl Wessler and Villamonte and "Laugh? I Thought You'd Die" by Wessler and Redondo round out this month's shocker. (On sale May 20th)

( ) KOBRA #4 (August/September). Remember the Servitor from **KOBRA** #1? Well, it's back—or at least its freinds from outer space are. And that means that **Kobra** and Jason Burr are going to be drawn together again for action, and the most unexpected conclusion of alll Script by Martin Pasko, art by Pat Gabriele and Terry Austin. (On sale May 20th)

( ) DC SUPER-STARS OF SPACE #6 (August). Four fantastic science-fiction features highlight this issue: **Adam Strange** battle "The Robot-Wraith Of Rann"(Gardner Fox, Carmine Infantino and Sid Greene), **Captain Comet** learns to "Beware The Synthetic Men" (John Broome, Murray Anderson and Joe Giella), **Tommy Tomorrow** takes a time "Journey To 1960" (art by Jim Mooney), and **Space Cabby** test drives "The Luxury Limosine Of Space" (Otto Binder & Bernard Sachs). Cover by Ernie Chua. (On sale May 20th)

( ) G.I# COMBAT #193 (August). The men of the Haunted Tank call a halt to World War II as they rescue a small German boy, "The War Will Have To Wait" is scripted by Bob Kanigher and drawn by Sam Glanzman. Also, a new story in the sizzling spy series, the O S.S. (On sale May 25th)

( ) WONDER WOMAN #225 (August/September). What do you get a man who has everything money can buy? Why, **Wonder Woman,** of course! At least that's what this issue's villain wants, and he's "Maximus—Emperor Of Hollow Mountain" (Elliot Maggin, Jose Delbo and Vince Colletta) Plus more on the new life of Steve Trevor! (On sale May 25th)

( ) THE FLASH #243 (August). The Rogues' Galley has gathered for the funeral of one of its members. But the dead man has vowed that "If I Can't Rob Central City, Nobody Can" and the secret of that threat is the pivotal point in this Cary Bates-Irv Novick-Frank McLaughlin story. Plus **Green Lantern's** showdown with the Ravagers of Olys—"Dust Of The Earth" by Denny O'Neil, Mike Grell and Tex Blaisdell Cover by Ernie Chua. (On sale May 25th)

( ) SUPER-TEAM FAMILY #6 (August/September). Superman and Batman are once again faced by their foe who possesses all the powers of the **Legion** in "The Return Of The Composite Superman" (Cary Bates, Curt Swan & George Klein), and **The Marvel Family** in "And Then There Were None" (art by Kurt Schaffenberger). Cover by Ernie Chua. (On sale May 25th)

( ) TARZAN #252 (August). Chapter three in the epic adaptation of Edgar Ric Burroughs' "Tarzan The Untamed" by Gerry Conway, Jose Luis Garcia Lopez and Rudy Florese. Cover by Lopez. (On sale May 27th)

( ) ACTION COMICS #482 (August). It's the showdown between **Superman** and Karbbrak as they fight a "Super-War Of Independance" (Cary Bates, Curt Swan and Tex Blaisdell) Plus a new **Krypto** tale by E. Nelson Bridwell, Curt Swan and Al Milgrom Cover by Bob Oksner. (On sale May 27th)

( ) DETECTIVE COMICS #462 (August). Captain Stingaree has two of the three **Batmen in his lair, and he's using Robin** to capture the third. Then it'll be time to "Kill Batman—In Triplicate" (Bob Rozakis, Mike Uslan, Ernie Chua and Frank McLaughlin), And **The Elongated Man** is back in "The Clue Of The Talking Orchid" by Rozakis, the Union Studio and Vince Colletta. Cover by Chua. (On sale May 27th)

JUNE
COMICS LISTING

( ) OUR ARMY AT WAR #296 (September). Sgt. Rock and Easy Co. battle against fate to prevent a rookie's "Return to Chantres" by Bob Kanigher and Frank Rodando. And Lee Elias's art illustrates Kanigher's tale of Japanese honor in "the Eternal Survivor!" Cover by Joe Kubert (On sale June 1st)

( ) KAMANDI #45 (September). Now that you've meet the Merchant Of Menace, take a look at his competition —and learn why "This Murder Is X-Rayted" (Martin Pasko, Denny O'Neil, Keith Giffen and Bob Smith) Plus a new **Tale of The Great Disaster**—"The Apocalypse Machine" by David Kraft, Mike Nasser and Joe Rubinstein. Cover by Ernie Chua. (On sale June 1st)

( ) THE BRAVE & THE BOLD #129 (September). A special triple-team-up issue, as **Green Arrow** and **The Atom** join forces with **Batman** in "Claws Of The Emperor Eagle" (Bob Haney and Jim Aparo). It all begins when **GA** buys the cursed statue of the Emperor Eagle in an attempt to regain his fortune, and the statue is stolen by The Joker and Two-Face! Cover by Aparo. (On sale June 1st)

( ) GHOSTS #49 (September/October). Three tales of sinister specters. "Ghost In The Cellar" (art by Lee Elias), "The Dead Came Calling" (art by Pit/Capiti) and "Haunted Hoard Of Gold" (art by Fred Carrillo). Cover by Ernie Chua. (On sale June 1st)

( ) SECRET SOCIETY OF SUPER-VILLAINS #3 (September/October). The menace of Mantis! Conflict between the super-villains! The mystery of **Manhunter! Captain Comet** learns the truth! And a terrifying "War For Earthdeath" by David Kraft, Pablo Marcos and Vince Colletta. Cover by Ernie Chua. (On sale June 3rd)

( ) FREEDOM FIGHTERS #4 (September/October). Assignment: Bring in the **Freedom Fighters!** That's what they told **Wonder Woman**—and the Amazing Amazon doesn't believe in ignoring challenges. There's action at the U.N., the menace of King Samson—and "The Left Hand Of Oblivion" in this Martin Pasko-Ramona Fradon-Vince Colletta tale. (On sale June 3rd)

( ) TARZAN FAMILY #65 (September/October). Joe Orlando takes over as editor and wraps up the loose ends from Joe Kubert's rendition of the mag: **Korak** in "Deadlier Than The Male" (Bob Kanigher, James Sherman and Noly Zamora), **John Carter** in "Arrival" (the origin episode by Marv Wolfman and Murphy Anderson—leading into next issue's new **John Carter** series) and **Carson Of Venus** in "Mutiny At Sea" (Len Wein and Mike Kaluta). Plus **Fantastic Creatures of Edgar Rice Burroughs** pin-up pages. (On sale June 3rd)

( ) SUPERMAN #303 (September). Two new super-villains face off against the Man of Steel who swiftly learns that "When Lightning Strikes—Thunder Kills" in this Gerry Conway-Curt Swan-Bob Oksner tale which marks the return of the Whirlicane. Cover by Ernie Chua and Oksner. (On sale June 8th)

( ) BATMAN #279 (September). The Criminal Champion of Confusion is back, and it's going to take **Batman and Robin** to stop him. Follow the "Riddler On A Rampage" with David V. Reed, Ernie Chua and Tex Blaisdell. Cover by Chua. (On sale June 8th)

( ) HOUSE OF MYSTERY #245 (September). Meet a painter of perils—a man with "A Talent For Murder" (David V. Reed and Leopoldo Duranona), and then learn the tale of the witch who would "Check The J.C Demon Catalogue—Under Death" (Bill Parente, Guy Lillian and Alex Nino) Cover by Duranona. (On sale June 8th)

( ) BLITZKRIEG #5 (September/October). Titanic tales of World War II —as seen through the eyes of the enemy! Bob Kanigher and Ric Estrada follow Hugo, Ludwig and Franz as they learn "the Devil Waits!" And artist Lee Elias makes his "BLITZKRIEG bow" with Kanigher's "the Raid." Cover by Joe Kubert. (On sale June 8th)

( ) CLAW THE UNCONQUERED #9 (September/October). At last—the origin of **Claw**—the end of a saga—the legions of Light—and one of the strangest stories we've **ever** seen. "Long Die N'hgithss" by David Michelinie, Keith Giffen and Bob Layton has a Giffen-Chua cover, and is a must for sword & sorcery fan. (On sale June 10th)

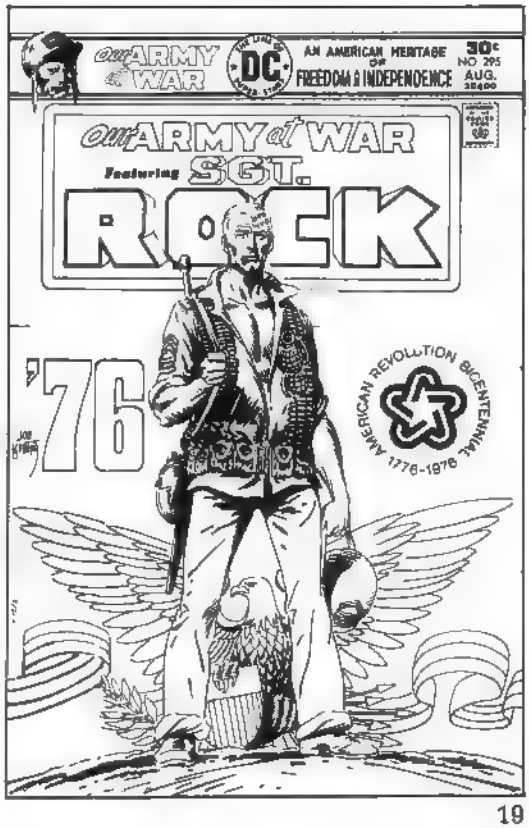
( ) KARATE KID #4 (September/October). It begins in the Thirtieth Century with a special appearance by the **Legion**—and then the story rockets back to the Twentieth Century and a battle with a Samaurai named Master Hand in "Rage Of Yesterdays Lost" by Barry Jameson, Ric Estrada and Joe Staton. Cover by Ernie Chua and Mike Grell. (On sale June 10th)

( ) FOUR STAR SPECTACULAR #4 (September/October). Superboy faces "The Wildest Weather In the World" (art by John Sikela); Wonder Woman becomes "The Unbound Amazon", and Hawkman and Hawkgirl battle "The Amazing Return of the IQ Gang!" (Gardner Fox & Murphy Anderson). (On sale June 10th)

( ) JUSTICE LEAGUE OF AMERICA #134 (September). The **JLAers** are searching for the Man of Steel, but instead they find **Despero**—and the "Battle On The Edge Of Forever" (Gerry Conway, Dick Dillin and Frank McLaughlin). Cover by Ernie Chua. (On sale June 15th)

( ) WORLD'S FINEST COMICS #240 (September). In order to save Kandor, **Superman** journeys into the shrunken city-in-the-bottle and becomes its king.

THE LINE OF DC SUPER-STARS



But then he's followed by **Batman**—who sets out to assassinate him! "How Do You Kill A Superman" is the question asked by Bob Haney, Dick Dillin and John Calnan. Cover by Ernie Chua and Calnan. (On sale June 15th)

( ) **THE JOKER #9 (September/October).** The Clown Prince of Crime and the Queen of Cats are after the same loot—a movie comedian and his pet cat?? Strange pickings—but then it would have to be to attract both the **Joker** and **Catwoman** in this Elliot Maggin-Irv Novick-Tex Blaisdell tale. Cover by Ernie Chua. (On sale June 15th)

( ) **OUR FIGHTING FORCES #169 (September/October). The Losers** have to invade the Nazi capital city of Berlin in "Welcome Home—And Die" by Bob Kanigher and George Evans. Plus a solo mission for **Johnny Cloud** when he sees "The Sign In The Sky" (Wesley Marsh and E.R. Cruz). Cover by Evans. (On sale June 17th)

( ) **BLACKHAWK #248 (September/October).** The origin of Biolord—the secret of his war against the human race—and the most surprising last panel of a comic that you will see this year! It's all in this issue, courtesy of David Kraft, James Sherman and George Evans (On sale June 17th)

( ) **WEIRD WAR TALES #48 (September/October).** Travel into the valley of Death with the soldiers of a German division seeking their "Ultimate Destiny" (John Albano and Ruben Sosa), visit **The Day After Doomsday** with Steve Skeates and Buddy Gernais, and learn why "The Greeks Had A Word For It" (George Kashdan and Bill Draut) in this Garcia Lopez covered issue. (On sale June 17th)

( ) **DC SUPER STARS #7 (September). AQUAMAN** solos in a special summer collection featuring "Between Two Dooms" (the Sea King versus Ocean Master and the Black Manta) by Bob Haney and Nick Cardy and **Aqualad** and **Aquagirl** are spotlighted in "Some Call It Noise" by Steve Skeates and Cardy. A new intro page and cover are illustrated by Jim Aparo. (On sale June 17th)

( ) **G.I. COMBAT #194 (September).** The crew of the **Haunted Tank** come up against their most fantastic adversary—a robot tank commander with the brain of a tactical genius! Battle "The Blitzkrieg Brain" with Bob Kanigher and Sam Glanzman, then read a new saga of the **O.S.S.**—"Dead Man's Work" by Kanigher and Ric Estrada. Cover by George Evans. (On sale June 22nd)

( ) **TARZAN #253 (September).** A study in "Vengance And Mercy" continues the saga of **Tarzan The Untamed** as adapted by Gerry Conway, David Kraft, Jose Luis Garcia Lopez and Vince Colletta. Cover by Lopez. (On sale June 22nd)

( ) **THE FLASH #244 (September).** One of the Rogues' Gallery criminals has died, but he's planning to take all of Central City with him. Unless his fellow **Flash**-foes can stop him, "The Last Day Of June Is the Last Day Of Central City" (a special novel-length thriller by Cary Bates, Irv Novick and Frank McLaughlin) Cover by Ernie Chua. (On sale June 22nd)

( ) **SUPERBOY AND THE LEGION OF SUPER-HEROES #219 (September).** The most dangerous villains of the Thirtieth Century return—armed with "The Plunder Ploy Of The Fatal Five" in this novel-length thriller by Jim Shooter and Mike Grell. Cover by Grell. (On sale June 22nd)

( ) **THE UNEXPECTED #175 (September/October).** Three surprising shockers are featured in this issue: "The Haunted Mountain" (George Kashdan and E.R. Curz), "The Long Arm Of Lunacy" (Kashdan and Buddy Gernale), and "Mad Hacker Of Kingston Row" (Kashdan and Tenny Henson). Cover by Luis Dominguez. (On sale June 24th)

( ) **ALL-STAR COMICS #62 (September/October). Doctor Fate** is dying—Zanadu The Chaos Maker has captured **Hawkgirl—Wildcat** is killing **Hawkman**—and the Golden Age **Superman** is back! What more could you ask from a single comic? (Well, **Flash, Green Lantern, Star Spangled Kid, Dr. Mid-Nite, Hourman,** and **Power Girl** for starters—and a mysterious stranger to top it all off.) "When Fall The Mighty" is the one to watch for, courtesy of Gerry Conway, Paul Levitz, Keith Giffen and Wally Wood. Cover by Ernie Chua. (On sale June 24th)

( ) **BATMAN FAMILY #7 (September/October.) Batgirl** and **Robin** are the pawns of the Huntress and the Sportsmaster in an Olympic match where they must win "13 Points To A Dead End" (Elliot Maggin, Curt Swan and Vince Colletta). Plus: "The Amazing Doctor Double X," "The Broken Batman Trophies" and a cover by Ernie Chua. (On sale June 24th)

( ) **ADVENTURE COMICS #447 (September/October).** The saga of the Sea King's exile builds towards the breaking point in "Prelude To Armageddon" as **Aquaman** battles the Fisherman while Karshon kidnaps Mera and Aquababy. Script by Paul Levitz and Martin Pasko, art by Jim Aparo. Plus the concluding chapter of the **Creeper** story—"Deathwalk" by Pasko, Ric Estrada and Joe Staton Cover by Aparo. (On sale June 24th)

( ) **ACTION COMICS #463 (September). Superman** has his final showdown with Karb-brak as the Man of Steel finds himself living in 1776 as Ben Franklin's star reporter. "Die Now—Live Later" is a full-length thriller by Cary Bates, Curt Swan and Tex Blaisdell. (On sale June 29th)

( ) **DETECTIVE COMICS #463 (September). Batman's** out to smash a drug ring, but so is The Black Spider, who traps the Caped Crusader in a "Death Web" (care of Gerry Conway, Ernie Chua and Frank McLaughlin) Then **The Atom** squares off against The Calculator in "Crimes By Calculation" (Bob Rozakis, Mike Grell and Terry Austin) Cover by Chua. (On sale June 29th)

( ) **PLOP! #23 (September/October).** It's the fabulous fantasy issue, featuring "The King Of The Ring" by Wally Wood and a mystery fantasy by John Albano, plus thousands of laughs. Cover by Don Edwing and Dave Manak (On sale June 29th)

( ) **SHAZAM #25 (September/October).** Now—a new look for **Captain Marvel,** taking off from the TV screen! There'll be all-new adventures in every issue now, with Joe Orlando taking over as the editor. This issue's **CM** tale is unwritten as we go to press, but **Isis** will be appearing in her premiere comics story—"Isis . . . as in Crisis" by Denny O'Neil and Dick Giordano. (On sale June 29th)

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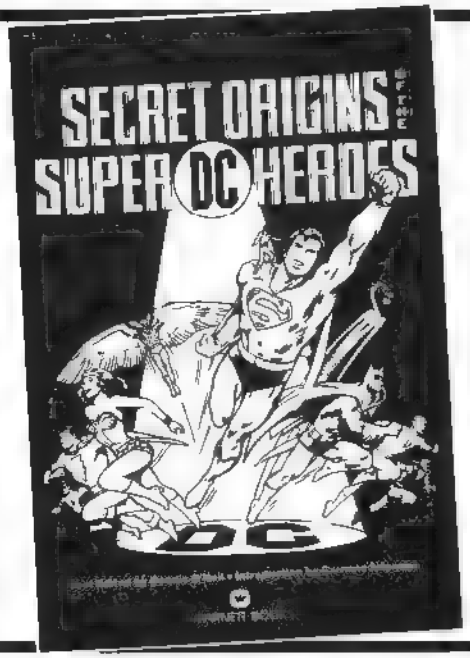

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Curious Case of the Changing Criminal Club

On the following pages you'll discover the **SECRET SOCIETY OF SUPER-VILLAINS** number one. No, not the number one that reached the newsstand this past winter, but an entirely different version of the same magazine. Curious . . . we thought so.

"Beware The Brotherhood Of Crime" is the original version of the **Super-Villains** saga. Editor/writer Gerry Conway put the issue together around the simple concept of teaming up a group of super-villains, and collected Grodd, Star Sapphire, Clayface, Captain Cold and the Manhunter clone to face . . . ah, but that would be telling.

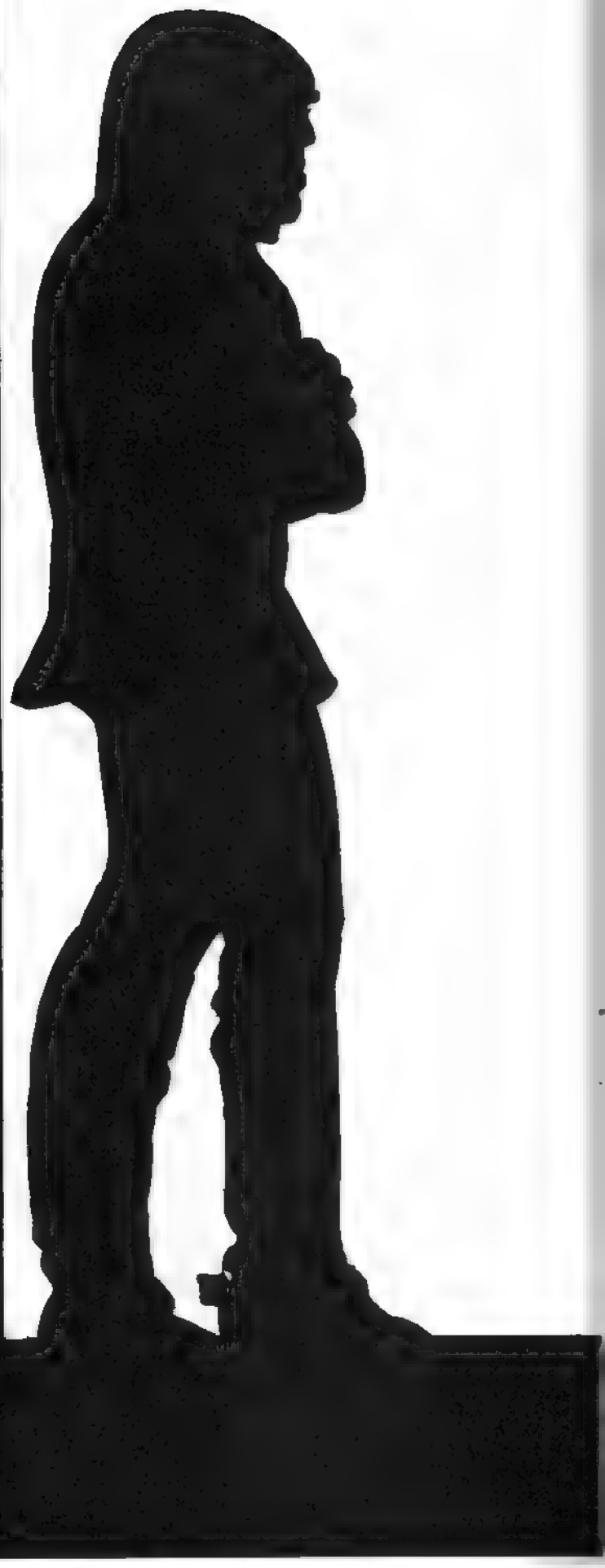
Then, after the issue was complete, Gerry sat down with then-Publisher Carmine Infantino to design a cover and was surprised to find that Carmine's concept of the magazine was significantly different from his. Most of the differences, although significant, were in the degree of background detail and art style, and while some companies might just try to fix them as they went along, **DC** decided to go ahead and give the mag a whole new look.

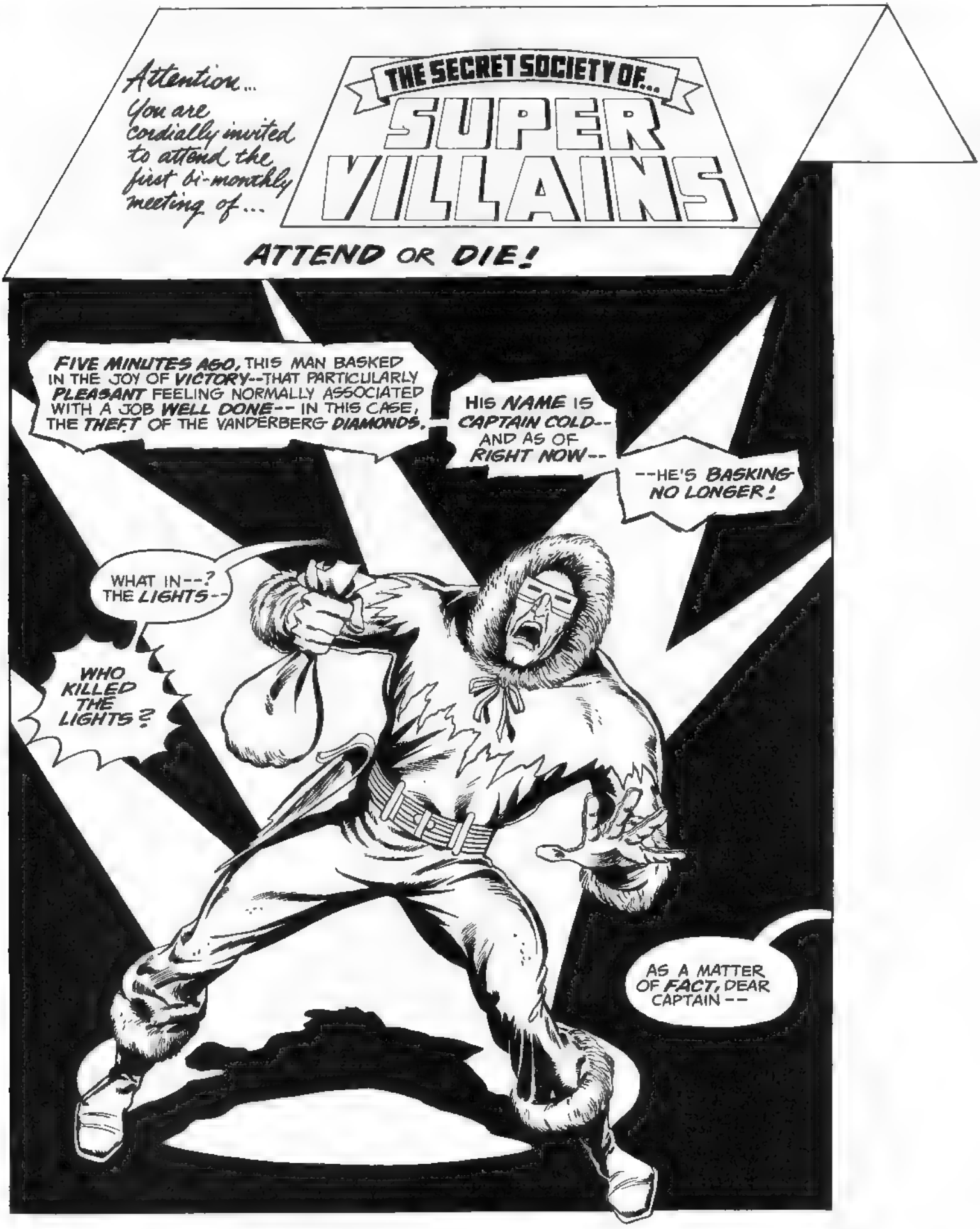
As a result, the **SECRET SOCIETY OF SUPER-VILLAINS** Number One that rests comfortably in your collection features Grodd, Star Sapphire, Captain Cold, the Manhunter clone—and the Mirror Master, Sinestro, Copperhead, and more menaces in the wings. Not to mention the unusual Sinister Citadel headquarters, and the art team of Pablo Marcos and Bob Smith. In retrospect, we think they're both fine stories . . . entertaining, exciting, and colorful. In fact, everything a comics fan wants. But of course, we couldn't print them both in the same magazine.

So here we are, with the curtain going up for the . . . hmm . . . is it the first or second time? You decide. Better yet, don't waste time deciding . . . just enjoy the story.

—Paul Levitz

P.S. If you enjoy the regular bi-monthly **SUPER-VILLAINS** mag read this story especially carefully. You'll get some interesting clues to what lies in the months ahead!




Attention...
You are cordially invited to attend the first bi-monthly meeting of...
THE SECRET SOCIETY OF...
SUPER VILLAINS
ATTEND OR DIE!
FIVE MINUTES AGO, THIS MAN BASKED IN THE JOY OF VICTORY--THAT PARTICULARLY PLEASANT FEELING NORMALLY ASSOCIATED WITH A JOB WELL DONE-- IN THIS CASE, THE THEFT OF THE VANDERBERG DIAMONDS.
HIS NAME IS CAPTAIN COLD-- AND AS OF RIGHT NOW--
--HE'S BASKING NO LONGER!
WHAT IN--? THE LIGHTS--
WHO KILLED THE LIGHTS?
AS A MATTER OF FACT, DEAR CAPTAIN --

CHAPTER ONE
BEWARE THE
-- WE DID! TOTAL DARKNESS WAS NECESSARY FOR TELEPORTATION!
I HOPE WE DIDN'T INCONVENIENCE YOU TOO MUCH, CAPTAIN -- BUT AFTER ALL, YOU HAVE IGNORED OUR INVITATION!
I SAY WE SHOULDA KILLED HIM, LIKE WE SAID WE WOULD, STAR SAPPHIRE!
WHO NEEDS HIM ANYWAY?
CREDITS
GERRY CONWAY
WRITER / EDITOR
RIC ESTRADA
PENCILS
PABLO MARCOS
INKER
2

BROTHERHOOD OF CRIME
WE DO, CLAYFACE!
MANHUNTER IS QUITE CORRECT, MY MANY-VISAGED FRIEND. FOR OUR ORGANIZATION TO BE STRONG--
--IT MUST BE REPRESENTATIVE!
MEMBERS ATTENDING!
• CAPTAIN COLD
• STAR SAPPHIRE
• MANHUNTER
• CLAYFACE
• GORILLA GRODD
• THE DIRECTOR
OH YEAH? I DON'T KNOW WHO YOU THINK YOU ARE, FUZZ-FACE--
BUT AS FAR AS JOINING YOUR CRUMMY CLUB GOES, YOU CAN--
HOLD IT, COLD. CALM DOWN--AND COOL OFF.
3

REMOVE YOUR HAND, RED-HEAD... OR I'LL REMOVE IT FOR YOU... AT THE ELBOW.
I'VE BEEN TRAINED TO DEFEND MYSELF WITH SKILLS YOU'VE NEVER HEARD OF, CAPTAIN...
FOR YOUR OWN SAKE--RELAX!
BRAVO, MANHUNTER...
...YOUR PEACE-MAKING INSTINCTS ARE ADMIRABLE, IF NOT EFFECTIVE!
LET'S LEAVE SUCH EFFORTS TO A MASTER, SHALL WE?
YOU MEAN-- STAR SAPPHIRE?
WHO ELSE? CAPTAIN COLD'S EYE FOR WOMEN IS QUITE WELL KNOWN, AFTER ALL.
HMM... I GUESS YOU'RE RIGHT, GRODD.
FOR A GORILLA, EVEN A MUTATED ONE-- YOU SURE KNOW HUMAN NATURE.
COME NOW, CAPTAIN. YOU KNOW YOU'RE AMONG FRIENDS--
--THE GREATEST VILLAINS THE WORLD HAS EVER KNOWN.
ADMITTEDLY, WE DID KIDNAP YOU WITH OUR TELEPORTER--
--BUT NOW THAT YOU'RE HERE, AREN'T YOU GLAD YOU'VE COME?
IF THE REST OF THOSE FOOLS WERE LIKE YOU, DEAR WOMAN--
--WILD HORSES COULDN'T KEEP ME AWAY!
BUNCH OF CREEPS! ESPECIALLY THAT CAPTAIN COLD BOZO.
DON'T KNOW WHY I LET MYSELF GET TALKED INTO THIS FREAK JOINT...
...BUT NOW THAT I'M HERE, I'D LIKE TO FIND OUT JUST WHY WE...
HUH? THAT DOOR... OPENING...?
4

THE SOUND IS SHARP, LIKE A GUNSHOT IN THE SEMI-SILENT ROOM: A SUDDEN CREAK OF HINGES, THE RUMBLE OF A MASSIVE DOOR...
AT ONCE, THE FIVE VILLAINS REACT--EACH IN HIS OWN INIMITABLE FASHION:
I KNEW THIS WAS A TRAP! I KNEW IT!
LOOK OUT! THE DOOR!
K-KREAK
ZUUMM
IF IT IS A TRAP, SOMEONE'S GOING TO BE SORRY--AND DEAD!

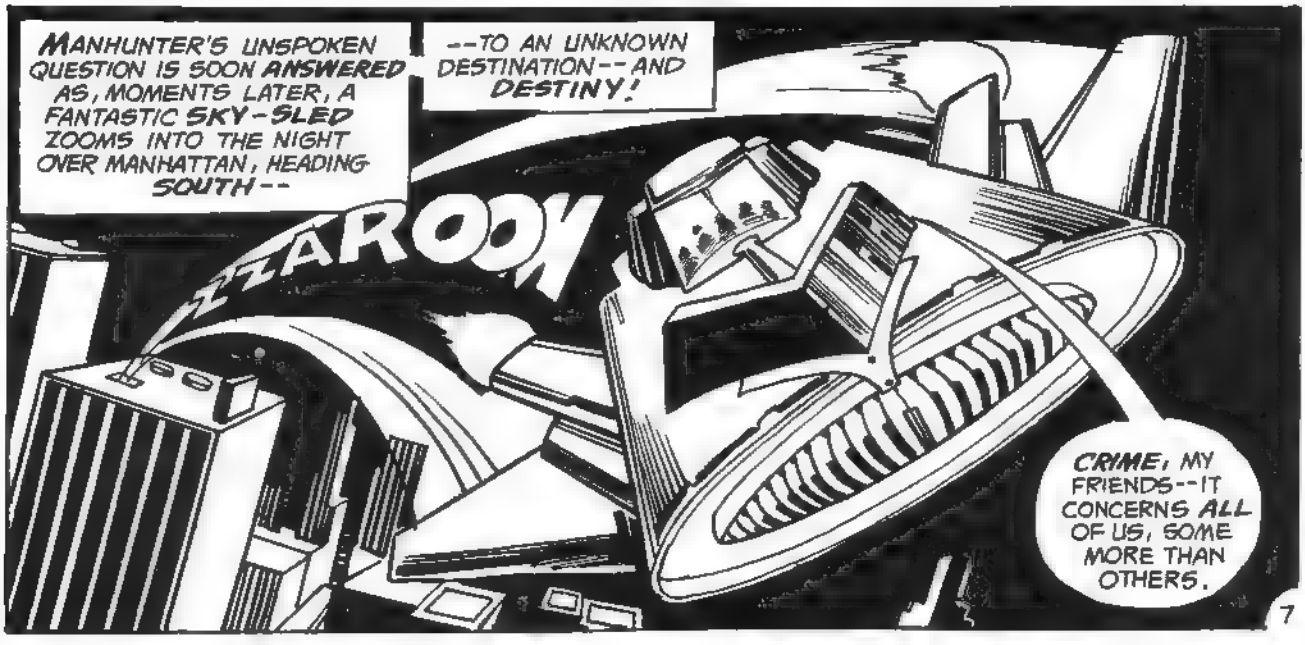
DON'T WORRY, MANHUNTER. IF ANYONE'S GOING TO ATTACK--IT'S GONNA BE CAPTAIN COLD!
MY ICE-RAY WILL FREEZE ANYTHING--
--FAST--AND FOR GOOD!

I'LL SAY THIS FOR YOU, COLD: YOU DON'T WASTE TIME THINKING.
DID IT OCCUR TO YOU THIS GUY MIGHT HAVE BEEN THE MAN WHO CALLED THIS LITTLE MEETING?
WHAT IF HE WAS?
I NEVER ASKED TO COME HERE--REMEMBER?

MANHUNTER'S ANGRY RETORT IS LOST AS, ABRUPTLY, ANOTHER SOUND FILLS THE CAVERNOUS MEETING HALL...
--THE SPLINTERING SOUND OF BREAKING ICE!
LOOK! THE ICE--IT'S SHATTERING! WHAT--?
KKKRRREEAAKKKRRRK
5

CHACREAA4SSHH
I BELIEVE... THIS IS OUR HOST!
T-THAT FACE... I'VE SEEN THAT FACE BEFORE!
MONTHS AGO--HE AND SOME OTHERS --FIGHTING IN NEW YORK--!
HIS NAME... CAN'T REMEMBER HIS NAME...!
I CAN--HE'S THE ONE MAN YOUR ICE TRAP COULDN'T HOLD, CAPTAIN COLD!
DARKSEID... PRINCE OF APOKOLYPS!
TRUE, PAUL KIRK... BUT YOU MAY CALL ME THE DIRECTOR JUST AS I CALL YOU... MANHUNTER.
WELCOME, ALL OF YOU, TO THE BROTHERHOOD OF CRIME!
IT IS INDEED A PLEASURE.
I'VE OFTEN WONDERED WHAT BECAME OF YOU, AFTER THAT MAN ORION DEFEATED YOUR HENCHMAN KALIBAK.*
I'VE BEEN-- AH--RESTING. AS YOU CAN IMAGINE, KALIBAK'S DESTRUCTION CAUSED ME SOME SMALL INCONVENIENCE--
*PORTRAYED IN NEW GODS #11 GERRY.
--AND I'VE SPENT THE PAST SEVERAL MONTHS RECONSIDERING MY PLANS.
BUT WE'VE MUCH TO TALK ABOUT.
I'VE A PROPOSAL TO MAKE-- ONE WHICH SHOULD INTEREST YOU ALL!
SOMETHING TELLS ME THERE'S MORE TO THIS BROTHERHOOD THAN MEETS THE PROVERBIAL EYE...
DARKSEID... FOR INSTANCE...
6

"ACCORDING TO INFORMATION UNCOVERED BY THE COUNCIL--THAT POWER-HUNGRY GROUP OF LIVING BRAINS WHO RESCUED ME FROM DEATH AND TRAINED ME TO BE AN ASSASSIN*--THIS DARKSEID CHARACTER IS ACTUALLY AN ALIEN...
"A SELF-PROCLAIMED 'GOD' WHO TRIED TO TAKE CONTROL OF THE EARTH TWO YEARS AGO, ONLY TO BE BEATEN BACK BY ANOTHER GROUP OF 'NEW GODS' FROM A PLANET CALLED NEW GENESIS...
HAHAHAHAHAHA
ZAIT
"IF DARKSEID HAS RETURNED TO EARTH IT MEANS HE'S READY TO TRY AGAIN--TO ENSLAVE OUR WORLD AND EVERYONE IN IT!
KBOWRK
"WHICH BEGS THE QUESTION--
BAM
"--WHAT ON EARTH DOES HE WANT WITH US?"
*SHOWN IN DETECTIVE COMICS NOS. 437 TO 443 --GERRY.


MANHUNTER'S UNSPOKEN QUESTION IS SOON ANSWERED AS, MOMENTS LATER, A FANTASTIC SKY-SLED ZOOMS INTO THE NIGHT OVER MANHATTAN, HEADING SOUTH--
--TO AN UNKNOWN DESTINATION--AND DESTINY!
ZZAROOM
CRIME, MY FRIENDS--IT CONCERNS ALL OF US, SOME MORE THAN OTHERS.
7

WE ARE EACH A CRIMINAL, IN OUR OWN WAY-- STALKED BY A SOCIETY WHICH WOULD SEE US IMPRISONED FOREVER.
FOR THE MOST PART MEN ARE FOOLS, TOO SMALL TO USE THEIR MINDS--TOO NARROW TO UNDERSTAND GLORY!

YOU, GRODD--ARE THE GREATEST GENIUS OF A RACE OF SUPER-GORILLAS, YET YOUR PEOPLE SHUN YOU-- AND HUNT YOU LIKE AN ANIMAL!

YOU, STAR SAPPHIRE--YOU HAVE GAINED YOUR MYSTERIOUS POWERS FROM AN UNEARTHY GEM, ONCE POSSESSED BY A WOMAN NAMED CAROL FERRIS--NOW OWNED BY YOU ALONE.*
*STAR SAPPHIRE FIRST APPEARED IN GREEN LANTERN #16.--GERRY.

YOU, CAPTAIN COLD--ONCE KNOWN AS LEN SNART, A MAN WHO HAS MASTERED THE SECRETS OF ULTRA-COLD-- BUT WHO IS HOUNDED BECAUSE HE HAS CHOSEN TO STRIKE AGAINST SOCIETY, RATHER THAN FOR.

YOU, MANHUNTER--THE CLONE OF PAUL KIRK, AN ADVENTURER WHO DISAPPEARED IN THE LATE 1940S; YOU ARE PERHAPS THE STRANGEST MAN HERE TODAY--
--IF NOT THE MOST DEADLY.

AND YOU, CLAYFACE--UNHAPPY CREATURE WITH THE ABILITY TO MIMIC ANY FORM, WHOSE OWN BODY IS SO HIDEOUS, ONLY THE STRONG OF STOMACH CAN LOOK UPON YOU NOW!
WE ARE ALL MISFITS, ALL CRIMINALS--ALONE TILL THIS MOMENT-- BUT NOW, ALONE NO LONGER!

BUNK!
YOU KEEP TALKING ABOUT A TEAM, BUSTER-- BUT TALK IS CHEAP!
WHAT'S IN IT FOR US--? WHY SHOULD WE JOIN THIS BROTHERHOOD OF CRIME?
YOU MUST NEVER TOUCH ME, CAPTAIN. DO YOU UNDERSTAND?
NEVER!
CRASH!
MY PURPOSE IN FORMING THIS "BROTHERHOOD" WILL BE MADE CLEAR QUITE SOON!
UNTIL THEN --I TRUST WE'LL HAVE NO FURTHER OUTBURSTS.
SHALL WE?
THE ONLY RESPONSE IS SILENCE, AND IN THIS CASE, SILENCE DOES INDEED "GIVE CONSENT" --
SURE THING, DARKSEID. I'LL KEEP QUIET, ALL RIGHT... FOR NOW.
BUT WHEN THE TIME COMES, YOU'LL BE SORRY FOR WHAT YOU DID TONIGHT--
SORRY-- FOREVER!
9

THE REMAINDER OF THE JOURNEY PASSES UNEVENTFULLY--THEN, LESS THAN AN HOUR LATER, SOMEWHERE IN WEST VIRGINIA...
MP
KEEP OUT
WHOOSH
WHAT SORT OF WEIRD PLACE IS THIS?
QUIET, CLAYFACE! SOMETHING TELLS ME WE SHOULD BE WHISPERING.
UNLESS I MISS MY GUESS--THAT'S A GOVERNMENT INSTALLATION UP AHEAD!
QUITE CORRECT, MANHUNTER! TO BE SPECIFIC--GOVERNMENT RESEARCH BASE DX-324.
GREAT. SO WHAT ARE WE DOING HERE?
I ASSUME DARKSEID BROUGHT US HERE TO COMMIT A CRIME, TRUE, DARKSEID?
YOUR ASTUTENESS ASTOUNDS ME, GRODD.
THIS BASE MANUFACTURES A CERTAIN WAR CHEMICAL --SOON TO BE OUTLAWED IN THE NEXT GENEVA CONVENTION, BUT FOR THE MOMENT QUITE LEGAL--
--AND QUITE VALUABLE.
ALONE, NONE OF US COULD POSSIBLY STEAL SUCH A PRIZE--BUT TOGETHER--!
I GET YOUR POINT, DARKSEID--AT LAST.
WHAT SAY I GET RID OF THE FENCE-- WHILE YOU GUYS GET READY FOR A MAIN ASSAULT.
EXCELLENT. GO, CAPTAIN COLD--GO!
10

CHAPTER 2
ENEMY-- THY NAME IS EVIL!
WITH A SHOUT, THE MAN KNOWN AS CAPTAIN COLD LEAPS FORWARD, HIS COLD GUN BLASTING OUT A BEAM OF ICY ENERGY--
--EVEN AS STAR SAPPHIRE LAUNCHES HER OWN ATTACK--
--THE TWO FORCES COMBINING INTO ONE.
HAH! MAYBE THERE'S SOMETHING TO THIS TEAM STUFF AFTER ALL, SAPPHIRE!
LOOKIT THOSE SOLDIERS-- THEIR EXPRESSIONS--! HAH!
KKRUNKH
ZAP
YAAAAAH
DON'T LET IT GO TO YOUR HEAD, CAPTAIN--WE HAVEN'T WON YET, YOU KNOW.
THERE'S STILL THE SMALL MATTER...
WHUMP

--OF GETTING INSIDE!
SOME SORT OF ELECTRICAL FIELD IS DISRUPTING MY MENTAL ENERGY BOLTS! I CAN'T BREAK THROUGH!
ZAZZAK
MENTAL ENERGY IS ELECTRICAL IN NATURE, SAPPHIRE-- SO NEITHER YOUR MENTAL ABILITIES NOR MINE CAN HAVE THE DESIRED EFFECT.
OF COURSE, THERE ARE ENERGIES OTHER THAN MENTAL--
--SUCH AS PHYSICAL STRENGTH--
--AND GRODD IS THE STRONGEST OF US ALL!
KRASH
YOU KNOW, GRODD-- IF THE SUPER-VILLAIN GAME EVER GETS SLOW, YOU COULD ALWAYS HIRE OUT AS A BULLDOZER!
THIS IS NO TIME FOR IDLE AMUSEMENT, MANHUNTER.
AS YOU SEE-- WE'RE NOT ALONE!
12

GLAD YOU MENTIONED THEM, GRODD, OTHERWISE...
RATATATATAT
BRATATATAT
...I MIGHT NEVER...
TAKATA...
...HAVE NOTICED!
WHUMP
HOLD IT RIGHT THERE!
ANOTHER MOVE AND WE'LL WASTE YOU ALL!
TOO BAD FOR THEM THEY DIDN'T SEE US COME IN THE SIDE DOOR, EH, HANK?
VERY TRUE, SOLDIER--
--AND NOW IF YOU DON'T MIND, THIS TEST EXERCISE IS OFFICIALLY OVER.
"TEST"? YOU MEAN THIS ISN'T FOR REAL?
COME NOW, GENTLEMEN. I'M SURPRISED AT YOU...
13

...ALL GOOD SOLDIERS SHOULD BE ABLE TO TELL THE REAL FROM THE UNREAL.
OTHERWISE ANYTHING MIGHT HAPPEN!
BONKK
...SEE WHAT I MEAN?
HAHA
CLAYFACE!
AN EXCELLENT DISGUISE MY FRIEND!
I'M SURPRISED YOUR FEEBLE BRAIN CAME UP WITH SUCH AN IDEA.
THINK YOU'RE PRETTY SMART, DON'T YA, APE?
GUYS LIKE YOU, THEY GIVE ME A PAIN.
SILENCE!
WE'VE ARRIVED AT OUR DESTINATION --AND THERE LIES OUR GOAL!
WARGAS 94-- THE DEADLIEST NERVE GAS IN THE WORLD!
WITH IT, WE CAN BLACK-MAIL THE EARTH WITH THE ENTIRE HUMAN RACE AS OUR HOSTAGE!
ACT QUICKLY, MY FRIENDS--THE MOMENT OF DECISION IS NOW!
14

AS ONE ENTITY, THE VILLAINS LUNGE.
GRODD PLUNGES LIKE AN AVALANCHE INTO TWO DEFENDING SCIENTISTS--
ZATTT
KRAKK
--WHILE STAR SAPPHIRE CREATES A BARRIER BETWEEN THE REMAINING DEFENDERS AND THE NERVE GAS WITH A WAVE OF A FEMININE HAND--!

IT'S CLAYFACE WHO FIRST REACHES THE CANNISTER...
WHY, YOU--

--BUT HE DOESN'T HOLD IT FOR LONG--!
MUD-FACED FOOL! SHOVE ME ASIDE, WILL YOU?
MAYBE IT'S TIME YOU COOLED OFF, CLAYFACE--
ZOWIT

--AND LEFT MATTERS IN SOMEWHAT MORE RELIABLE HANDS!
A MOST LAUDABLE SENTIMENT, CAPTAIN--

ONE WITH WHICH I HEARTILY AGREE!
HOWEVER, SINCE MY HANDS ARE MUCH MORE RELIABLE THAN YOURS...
WHAM
15

--THE PRIZE IS MINE!
ENOUGH OF THIS RIVALRY! YOU'VE STOLEN THE CANNISTER AS I PLANNED...
NOW GIVE IT TO ME!
NOT SO FAST, DARKSEID!
FIRST, I'VE GOT SOME QUESTIONS...
--WHICH REQUIRE ANSWERS!
?
CRACK
UNTIL TODAY, NONE OF THESE PEOPLE HAVE BELIEVED THE STORIES OF MANHUNTER'S ALMOST SUPER-NORMAL AGILITY.
AFTER TODAY-- THEY'LL BELIEVE.
ARE YOU CRAZY? IF THAT CANNISTER SPLIT OPEN, WE WOULD HAVE BEEN KILLED!
AND AT THAT, WE MIGHT HAVE BEEN LUCKY, SAPPHIRE.
AT LEAST WE WOULDN'T SPEND THE REST OF OUR LIVES AS SLAVES.
ASK HIM: DARKSEID!
WHAT ARE YOU TALKING ABOUT?
16

HAVEN'T YOU ASKED YOURSELVES WHAT DARKSEID WANTS WITH US ALL? DOESN'T IT SEEM STRANGE--
--THAT A CREATURE WITH HIS AMBITION WOULD TURN TO PETTY CRIME?
OF COURSE IT'S STRANGE --BECAUSE IT ISN'T TRUE!
DARKSEID HASN'T TURNED TO CRIME.
HIS AMBITION REMAINS THE SAME--
-- TO DESTROY OUR WORLD--OR ENSLAVE IT!
HUH? THAT DOESN'T MAKE SENSE. WHY WOULD HE--

--COME TO US? I'M NOT SURE, CAPTAIN COLD.
--TURNING US INTO A CRUMMY FIFTH COLUMN.
MAYBE HE'S TRYING A NEW TACTIC! ENLISTING CRIMINALS ON EARTH TO DO HIS DIRTY WORK!
YEAH... YEAH...!

MANHUNTER, WE OWE YOU A GREAT DEAL FOR THE SERVICE YOU'VE PERFORMED TONIGHT!
CLEARLY, WE'VE BEEN USED--
--AND I FOR ONE DON'T LIKE IT!

GRODD, NO! YOU'RE MAKING A MISTAKE!
THAT ISN'T DARKSEID! IT'S--
TRABOOM
17

--AN ANDROID.
THE REAL DARKSEID COULD HAVE HANDLED THIS THEFT ALONE.
OBVIOUSLY THIS WAS A TEST!
OBVIOUSLY.
IS ANYTHING DAMAGED, GRODD?
ONLY MY PRIDE.
THE ANDROID MUST'VE BEEN PROGRAMMED TO SELF-DESTRUCT IN THE EVENT OF FAILURE!
BUT WE DIDN'T FAIL.
YEAH, WE'VE STILL GOT THE WARGAS, MANHUNTER.
TRUE, AND WE COULD USE IT FOR BLACKMAIL, AS DARKSEID SAID!
BUT I'VE ANOTHER SUGGESTION.
HUH? WHAT'S THAT?
SIMPLY THIS--IF DARKSEID SUCCEEDS, WE WILL SUFFER ALONG WITH THE HONEST.
I PROPOSE WE REMAIN A TEAM--A SECRET SOCIETY OF THE SUPER-VILLAIN ELITE!
TOGETHER, WE CAN FIGHT DARKSEID'S AMBITION, EVEN AS WE PURSUE OUR OWN EXTRA-LEGAL GOALS!
WE HAVE THE POWER, MY FRIENDS ... DO WE HAVE THE WILL?

FOR A LONG MOMENT, THE FIVE VILLAINS ARE SILENT, AND THEN, AS THOUGH ON CUE, THEY SHOUT ASSENT--

How a Comic Is Created

BY DAVID MICHELINIE

They're the unsung stars of comics: the rascals, the rogues, the despicable gents with the slightly warped minds who give our guys in white hats and fancy leotards a run for their money each issue. They're the super-villains and, in a sense, they provide an even greater challenge to comics creators than their more heroic counterparts.

Why? Well, for one thing, when handling a super-hero a writer has the same character every month (every bi-month?) to work with, to develop and expand. But super-villains (with a very few exceptions, such as the **Joker**) are generally relegated to sporadic guest-shots and revivals—a rather ignominious fate for the folks who keep our favorite do-gooders in business. However, even though consigned to this somewhat "second-class" status, a super-villain takes every bit as much deliberation, inspiration and proverbial midnight oil to create as does the good-guy touted on the cover logo.

My own initial confrontation with this fact of life began one snow-white February day in 1974. I had just been assigned the **Phantom Stranger** strip and was deep in a story conference with editor Joe Orlando. The book's sales were not what they could have been and, after tossing ideas around for awhile, it was decided that a new arch-villain was just the revitalizing jolt the series needed. So homeward I trundled, ignoring even the sardine can aspects of a rush-hour F-train, confident in my ability to handle this challenging new chore. After all, a super-villain is nothing more than a guadily-garbed wacko who wants to turn the world into tapioca, right?

Wrong.

After a couple of hours of staring at a silent typewriter and a ream of increasingly depressing blank paper, it became painfully obvious that the **Lex Luthors, Two-Faces** and **Gorilla Grodds** of comicdom don't just spring full-blown onto four-color pages of their own volition. This truism finally accepted, I put the coffee on, put the cat out and broke the seal on a fresh bottle of aspirin. It was going to be a long night. . . .

The first problem, I reasoned, was determining the nature of the beast. I had to have a villain that would complement my hero—which led to the second problem: I had a hero whose origins were unknown, whose powers were undefined and whose very **humanity** had not even been established! The only handle I had on the **Phantom**

INSIGHT: DARKNESS ENVELOPS TWO MEN ONCE MORE, ONE RETURNS TO HIS UNKNOWABLE MUSING...
...THE OTHER, TO HIS OBVIOUS INSANITY...
AND WITH THIS, MARGARET, DEAR, WE CAN FINALLY REVENGE OURSELVES ON THE PHANTOM STRANGER FOR WHAT HE DID TO YOU!

HUH?
YOU SEEK TO SAVE A SINGLE LIFE BY UNLEASHING A MALIGNANCY OF UNTOLD CORRUPTION UPON THE REST OF HUMANITY!
AND THAT IS SOMETHING I CANNOT ALLOW!

Stranger was that he was supernatural—and that handle gave me the key to my villain. Not only would I give my new character the expected **occult** powers, but I would also give him a working knowledge in the **antithesis** of the occult; i.e., science. This would not only make the villain a good match for the hero, giving him a formidable advantage, but it would serve to make him stand out a bit from the other supernatural foes the **Stranger** had faced before.

Terrific. I had a character—now I needed something to **call** him. Again, the job proved more difficult than anticipated. Commercially, a character's name is a feature of considerable importance. It has to be colorful enough to grab the casual reader's attention, distinctive enough to be remembered and, finally, it has to suit the character. In addition, in the specific case of a **Phantom Stranger** baddie, I felt that the mood of the strip demanded a certain amount of taste and subtlety. I mean, **Agar-Man** or **Captain Test Tube** just wouldn't do. So, after much deliberation (I think it was maybe 30 seconds) I came up with the monicker of **Dr. Nathan Seine.** The intrinsic irony of the last name (pronounced "sane") would make it stick in the reader's mind and, anyway, it gave me the opportunity to throw in a godawful pun by calling for a sign in the story to read "Dr. N. Seine". So much for subtlety. . . .

Next came the question of visual representation. Since comics is a decidedly visual medium, this trait is probably the most important one to consider from a practical point of view. Let's face it, when a prospective reader picks a comic book from the stands the first thing he does isn't to read the captions or try to figure out the hero's current crop of neuroses. He looks at the **pictures!** If those interest him, he'll buy the book and worry about captions and hang-ups later.

In the case of a costumed supervillain, an immediate impression and identification can be made almost solely on the basis of what the character wears. A unique costume makes for a unique villain. Even an uninformed non-comics reader (yes, there are still a few scattered about)can tell at a glance the difference between the buffoonish **Penguin** and the rugged **Terra-Man,** between the slinky **Catwoman** and the sinister **Captain Cold.** A character's personality is reflected in his/her costume and is thus transmitted to the reader in an intriguing and interesting manner even before he's read the first word!

When the use of a costume is awkward or impractical, visual identification can sometimes be gained through the introduction of a distinctive **physical** characteristic. Notable examples that come to mind are the **Joker's** green hair and pasty complexion, **Egghead's** bald pate and **Solomon Grundy's** huge size and Frankensteinish features. These distortions and exaggerations in appearance not only make the character unique and recognizable, but they can also serve (as in the case of the **Joker** and **Luthor**) as the basic cause behind the villain's rebellion against society.

But back to the case at hand. Since Nathan Seine was to be established as prominent scientist, the use of a fancy costume was ruled out. I mean, how many brilliant biochemists do you know that run around in garish long-johns—at least in public? Likewise,

since I had decided to make Seine an **emotional** cripple (more about that later), giving him a **physical** malformation would have been a bit much. So, I finally opted for just giving him bleached-white hair and making him look repulsive (see art on this page), and setting up a stronger gimmick to be used in later stories. This gimmick was the skull of his dead wife that Seine would carry around and talk to like a latter-day Hamlet, thus establishing him as a bonafide loony and reminding the reader of his motivation at the same time.

Ah, but what was the motivation that skull would **represent?** That was the next—and most complex—problem of the night. Most bad-guys are just bad. They want to rule the world or become billionaires, and so turn to crime to obtain those ends. The bulk of the **Flash's** Rogues Gallery, **Batman's** favorite foes and **Superman's** arch-enemies fit into this catagory. It's a simple formula, it works and it's fine. But for my tastes, I prefer working with characters who have a little more dimension, a bit more humanness. And that's exactly what I set out to instill in Nathan Seine.

I started by giving him a basic flaw (a lack of confidence) and then pushed that imperfection to the extremes, making the character an emotional cripple. Next, I gave him a crutch in the form of a wife, **Margaret,** who supplied the courage and drive he normally lacked. Already my character was rounding out—he had human frailties and felt human emotions. And then, like the cackling sadist I am, I blew Margaret up in a lab explosion that put her on the critical list and hit Seine with the possibility of a return to his previous insecurity. And thus came the turning point, the choice between good and evil. and so, with a keen dramatic sense (and the knowledge that I still had seven pages to fill) I had Seine choose the latter.

Continuing the characterization of a man too weak to face a reality he couldn't accept, I had Seine turn to the occult to keep the agonized Margaret alive against her will—a move that set up the **Phantom Stranger's** involvement while also creating a sense of pathos for both Seine and Margaret. This sympathy would be carefully played upon throughout the story so that at the end when Margaret dies, even though Seine had tried to steal the **Stranger's** soul and unleash a host of horrible demons on the world, the reader would (hopefully) feel more pity for him than anger.

Voila! I had my villain and there was just one obstacle left to surmount—what if he became popular enough to warrent a second appearance? How would I bring him back? Well, many villains return for another go at world domination, while others are revived as pawns of more powerful evil-doers. But the simplest incentive, and the one I chose, is **vengeance.** Since I had Margaret sacrificing her life to save the **Stranger,** and since Seine was already a bit bent (mentally speaking), it was easy enough to have Seine project his own guilt onto the **Stranger,** blaming the black-cloaked hero for Margaret's death and swearing to punish him for it. An old device, true, but with the clock pushing 3 AM and a voracious deadline doom fast approaching, it's surprising how original it can sound.

So there you have it. The birth of a super-villain, from concept to story. Think about it the next time you pick up a comic book—and thrill to the antics of those nefarious nasties we all love to loathe. . . .

LOWDOWN ON THE

Born of the solar corona rays that bombard the earth during eclipses of the sun, combined with the chemical action of a scar formed from a special black diamond, he terrorized the world as **Eclipso**—the one man whose body housed a hero and a villain!

He was actually born to editor Murray Boltinoff and writer Bob Haney. Murray had taken over as editor of **HOUSE OF SECRETS** with No. 56 after having spent a number of years on the book as Associate Editor to then-editor Jack Schiff. Upon taking over the book, Murray started to beef up the continuity of the book's regular series **Mark Merlin**, first by presenting a two-part origin for the series (in **HOS** #58), and then giving him a super-power in **HOS** #60 with his ability to enter feline bodies with a cat charm.

Still something more was needed, and that something more became **Eclipso**. He was Dr. Bruce Gordon, a brilliant young scientist who was about to dedicate Solar City, an entire city run by sunlight, when during a solar eclipse his face became eclipsed in dark blue as his mind and body became possessed with a maniacal evil identity.

Lee Elias was the artist on the first **Eclipso** stories, beginning in **HOS** #61, establishing the costume design and the characters. In the initial stories **Eclipso's** appearance was not too different from Dr. Gordon's, except for the exaggerated, wild look and blue addition to his face. The major change to the demonic look occurred when Alex Toth took over the art with **HOS** #63. The heavy shocks of hair turned almost into point-like horns, the pointed ears and fangs and thick, snarling lips were Alex's innovations and made for quite an evil and imposing countenance.

Eclipso possessed Bruce Gordon's mind and body, but almost from the beginning Dr. Gordon seemed handicapped in the battle of wits. **Eclipso** was super-strong, agile, and invulnerable to many forms of radiation—he even hid his costume in the atomic pile at the research center to avoid discovery. The only radiation he wasn't immune to was light.

At first, even though they shared the same mind in Jekyll-Hyde fasion, one did not know what the other was planning. In the origin story in **HOS** #61, Dr. Gordon rigged a light bomb near the entrance of a wind tunnel where **Eclipso** almost killed Gordon's colleague and confidant, Professor Bennett. But by #62 **Eclipso** was able to recall all of Gordon's plans and preventive measures and turn them to his own advantage. In that second story, **Eclipso** posed as Dr. Gordon in order to hijack an experimental capsule and enter the dark cone of an eclipse to become **Eclipso** permanently.

HOS #63 marked several changes in **Eclipso**, besides the art change from Elias to Toth. For one, a new problem presented itself to Dr. Gordon in the form of artificial eclipses. Boltinoff and Haney, well aware of the infrequency of solar eclipses, deduced a way in which if a light source is partially eclipsed by an object, Dr. Gordon will become **Eclipso** for a period of 30 minutes. Don't ask me what happened to the solar corona rays, maybe he got enough of them in the regular eclipses to be affected this way on his off periods.

But the biggest new wrinkle was the "splitting" of **Eclipso** from Dr. Gordon's body. Previously **Eclipso** was the transformed Dr. Gordon and this made direct confrontation impossible. It became a case of one's precautions versus the canniness of the other. In this story a robot duplicate of **Eclipso** is on the rampage and nearly kills Mona Bennett, Gordon's fiance and Professor Bennett's daughter.

Dr. Gordon and Professor Bennett are trapped in an infra-red heat room by the **Eclipso** robot and for them to escape create an artificial eclipse in order to bring the real **Eclipso**, who easily breaks through the solid steel door and immobilizes his own robot before changing back.

Mona did not know about Dr. Gordon being **Eclipso** at first, and it's almost embarrassing how the revelation was handled. In **HOS** #64 she knew about the dual identity when she and her father and Dr. Gordon are kidnapped during their vacation south of the border. But it was not until #65 that she actually learned about the dual identity. Mona and Bruce were at an **Eclipso** exhibit in an amusement park when an exhibit eclipse temporarily

LUNAR LAWBREAKER

BY CARL GAFFORD

changed Bruce into **Eclipso** in front of Mona. That story also dealt with the theme of **Eclipso** splitting off from Bruce. Judson Randall, an eccentric scientist and old college classmate of Bruce's developed a way to split off a freak duplicate which he kept under electronic control

Nothing could stop the change from Bruce Gordon to **Eclipso**, so Gordon and Bennett decided to direct their efforts at changing the being into a force for good by bombarding **Eclipso** with ultra-violet rays. They tried this in **HOS** #66, but the "good" behavior **Eclipso** evidenced was merely a ruse to gain new powers of repelling from an alien meteor.

Eclipso was converted into good on two occasions, however. It was accomplished by bombarding **Eclipso** with ultra-violet during artificial eclipses. This was done in **HOS** #s 74 and 75, but was soon dropped as perhaps too much of a variation on **Eclipso's** own character.

The decision was finally made with **HOS** #67 to split Eclipso off into his own identity, but only during actual solar eclipses. During artificial eclipses both Gordon and Eclipso still shared the same body. This has resulted in some sticky situations.

In **HOS** #71 **Eclipso** split off from Bruce but instead of being caught just in time by Gordon and Bennett with a light bomb, the police captured **Eclipso**. **Eclipso** then threatened to reveal his connection with Gordon if Gordon didn't help him. A convenient light ray sent **Eclipso** back into Bruce, but an inconvenient artificial eclipse transformed Bruce into **Eclipso**, whereupon he was immediately captured by the police and jailed facing eminent remission into Gordon in a few minutes ... and behind bars. Only the fortunate jailbreaking aid of a few of **Eclipso's** gang prevented the double identity from being revealed to the world.

HOS #67 is also significant because that was the last issue which featured Alex's art on the **Eclipso** feature. With #68 he was replaced by Jack Sparling. Sparling is a fine professional in his own light, but somehow never seemed to match the inspiration that Alex put into his five stories.

Outside of the increased strength and invulnerability mentioned earlier, **Eclipso** possessed powers from his eclipsed face which he was able to utilize with his black diamond. By placing the diamond over the eclipsed eye a beam of darkness shot forth. By placing it over his uneclipsed eye lightning bolts would shoot out. Even so a number of attempts were made to enlarge on **Eclipso's** powers. The freak split off of **Eclipso** in #65 had levitation powers, while the alien meteor in #66 gave **Eclipso** the ability to repel all forms of matter from his uneclipsed side. Several issues later in **HOS** #72 **Eclipso** exposed himself to a piece of irradiated moonstone and his uneclipsed side started to radiate rainbow colors which possessed a number of powers like X-rays and minor telekenesis. Unlike the previous additions of powers, these spectrum abilities lingered a bit in the next two issues but they eventually faded away.

Eclipso's greatest addition of powers occurred in **Hos** #78. **Eclipso** had escaped from Gordon's and Bennett's light trap and hid out long enough to be in existence during a SECOND solar eclipse. This combined energy mutated him into a monstrous lobster-red form and made him impervious to most light.

But the light was almost out for **Eclipso**. As a last effort now returned editor Schiff featured two book-lengthers pitting the villainous **Eclipso** against **Prince Ra-Man**, a supernatural super-hero that **Mark Merlin** had literally been converted into.

In 1966, in spite of the **Batman** craze bombarding the nation with a heavy dose of camp and crazy super-heroes (and they were loving it all), **Eclipso** faded into comic book oblivion. The readers were too tired of the variations of the format and not too thrilled by outright departures from it like the "good" **Eclipso**. But many of those readers who enjoyed that brilliant first, formative year of the series still look forward to the day when **Eclipso** can be brought back in a manner befitting his beginning. In 1972 **Eclipso** originator Murray Boltinoff reprinted two of the early stories in the back of **ACTION COMICS**, and in 1973 Len Wein resurrected the character in a one-issue stand against the **JLA**.

As for the future, who can say?

REMEMBERING with DICK DILLIN

BY JACK C. HARRIS

A deep chuckle, distinguished gray hair, a waxen white mustache and an impressive lumbering figure herald the arrival of Dick Dillin into the DC offices. His large black portfolio in hand, Dick heads for the office of Murray Boltinoff with the latest **Superman-Batman WORLD'S FINEST** epic, or into Julius Schwartz' domain with the newest adventure of the **JUSTICE LEAGUE OF AMERICA**.

But what about this man Dillin? Who is he and how has he managed to push his pencil from super-group to super-group and right through over twenty years of comic book history?

"I always wanted to do comics," recalls Dick. "My favorites when I was a kid were all the standards: **Prince Vallant, Flash Gordon,** you know. I studied at Syracuse University and, after graduation I started pounding the streets looking for work. I hit all the publishers, picking up a job here and a job there.

"My first assignment was for Williams Comics. I did a Korean War hero named **Buzz Bennett** for their **WINGS COMICS.** That was in 1951."

Dick's first assignment was one of the few times he was to do a story about a single hero. The aviation strip of **Buzz Bennett** had served to prepare him for his best known work: **The Blackhawks!**

"Drawing the **Blackhawks** was a lucky fluke," explains Dick. "I was doing all sorts of things at the time; Westerns, love stories, things like that, when there must have been a big shake-up over at the Quality Comics Group and Al Grant, one of their editors, called me up and said he wanted me to do the **Blackhawks.** I started right in on it and did it for ten or more years straight. I took over from one of the all-time greats, Reed Crandall, so I had to work hard to maintain the quality he'd put into the strip."

Managing that quality was quickly achieved by Dick. It was so evident that, when **DC** bought out the Quality Comics Group in 1956, the original owners wished to retain the **BLACKHAWK** title. But DC wanted to publish the book and leased the rights out on a royalty basis, acquiring the full rights some years later.

Throughout this entire transaction, Dick Dillin remained in the artistic cockpit. The book was one of

Quality's best sellers at the time. The reason? The art. The art of Dick Dillin.

"When **DC** took over, nothing changed except the editor. They kept some of the same writers and the same artist—me!"

But while Dick's **BLACKHAWK** is fondly remembered by the oldsters, more recent memory recalls Dick's **JUSTICE LEAGUE OF AMERICA** assignment as his hallmark.

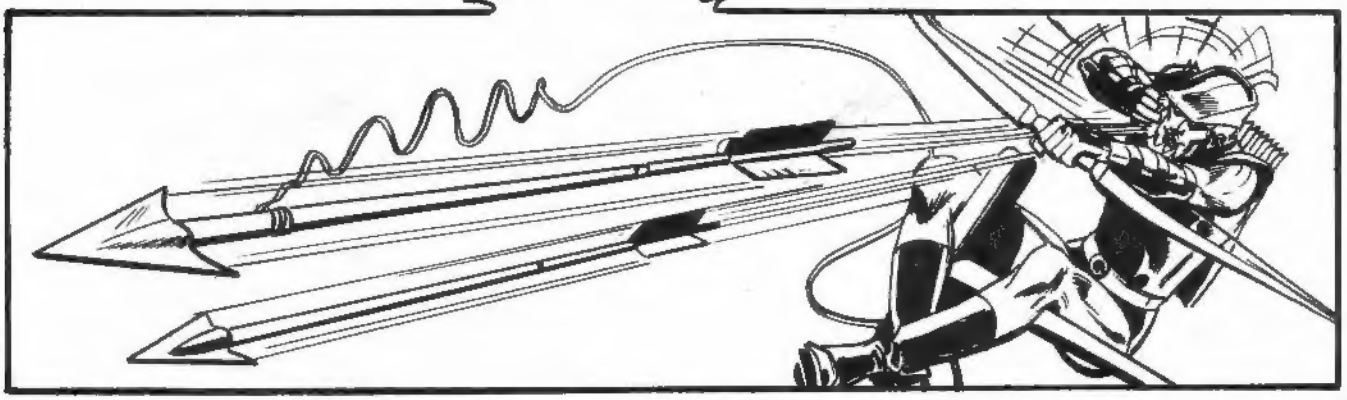
"The **JUSTICE LEAGUE** was sort of a lucky fluke too! I remember a company Christmas party where then-editorial director, Carmine Infantino came up to me and told me there was to be no more **Blackhawks.** What a Christmas present! I was in a real panic! At the time everyone had been putting their own ideas into the strip—changing the costumes three or four times, things like that—until I didn't know where in hell the whole thing was going. But the last thing I thought of was cancellation! I didn't know what I was going to do. It was the only thing I was doing for **DC** at the time.

"Luckily, after a very short period of sitting on pins and needles, Carmine handed me the **JUSTICE LEAGUE** assignment."

Dick's first issue of the **JLA** was #63, June, 1968 and he's done every issue since. Simple arithmetic proves he's been on the book longer than his predecessor, Mike Sekowsky (the only other artist to ever handle the book), making Dick Dillin **the JLA** artist.

While giving Dick this issue's cover assignment, we asked him to reveal his favorite super-villain, hoping his opinion would fit in with this issue's theme.

"They all seem to blend together," he mused after careful thought. "I still need reference material every time I draw one,



even though I may have done him many times before. I think the biggest villains in comics are those writers who put all those characters into one 17-page comic story—a nightmare!

"Of the super-heroes, I think I like the **Green Lantern** and the **Green Arrow** the best. They're both very well designed characters and it's very easy to draw an exciting picture if one or both of them are featured."

Dick used his experience on the **JUSTICE LEAGUE** characters and drew some of the last few **ATOM-HAWKMAN** issues and a very unusual run of **WORLD'S FINEST COMICS** that featured **Superman** teamed with various heroes, ala **Batman** in **BRAVE AND THE BOLD.** All were teams or team-ups —the super-hero team has become a Dick Dillin forte! Somehow he was able to squeeze these assignments in between his **JLA** stories.

Perhaps his speed is due to the fact he never inks his own work.

"I haven't inked my own stuff since my days at Quality," he admits, "and I can't say who my favorite inker is. I don't want to make any enemies. Dick Gioradano is fantastic and so is Frank McLaughlin. Oksner, Cainan, Blaisdell . . . they all make my pencils look good.

"I used to do my own inking on some of the other Quality strips I did. I handed in an occasional **Plastic Man,** who's recently returned and I also did a few stories of **Doll Man,** one of the members of today's **FREEDOM FIGHTERS,** who're all old Quality heroes.

"Recalling those Quality assignments, I remember the very first love story I ever did. It was for Quality and it was the standard 'boy - meets - girl - but - girl - is - embarrased - about - her - parents' plot, but the twist was that the girl's father was circus thin man and her mother the fat lady. Weird stuff!"

Dick Dillin's work has run the full gamut of "weird stuff," such as super-heroes and super-groups and some really strange love stories. But there is always that whispered yell of "Hawk-A-A!" that seems to echo from his past.

Because of the **JLA** assignment that consists of a monthly requirement of 17 pages, and the **WORLD'S FINEST** eight-times-annually schedule, Dick was unable

to even consider doing the art chores on the new version of the **Blackhawks** that recently took off from Conway's Corner.

But the question was bound to be eventually put to him: Would you like to have the chance to do the new **Blackhawks?** "I'd be a bit leary," expressed Dick carefully. "It's been so long since I've drawn those seven and their jets, and I see they've really changed since I last drew them. Even though I went through at least three costume changes toward the end of my doing it in 1969, I still liked the original blue-black military uniforms.

"I even liked doing the original Chop-Chop. When we first did him he was dressed in a stereotyped Chinese outfit; he had a pigtail and always swung around a meat-cleaver, shouting, 'Me makie hamburger.' That's how he originally acquired his name.

"I guess he just wouldn't work out today."

So the **Blackhawks** go their own way without the artistic efforts of Dick Dillin who remains on the **JUSTICE LEAGUE OF AMERICA**

and **WORLD'S FINEST.** For how long?

"Well, since this is my ambition, I guess I've 'made it,' and I'll stick with it as long as the fans and readers like my stuff!"

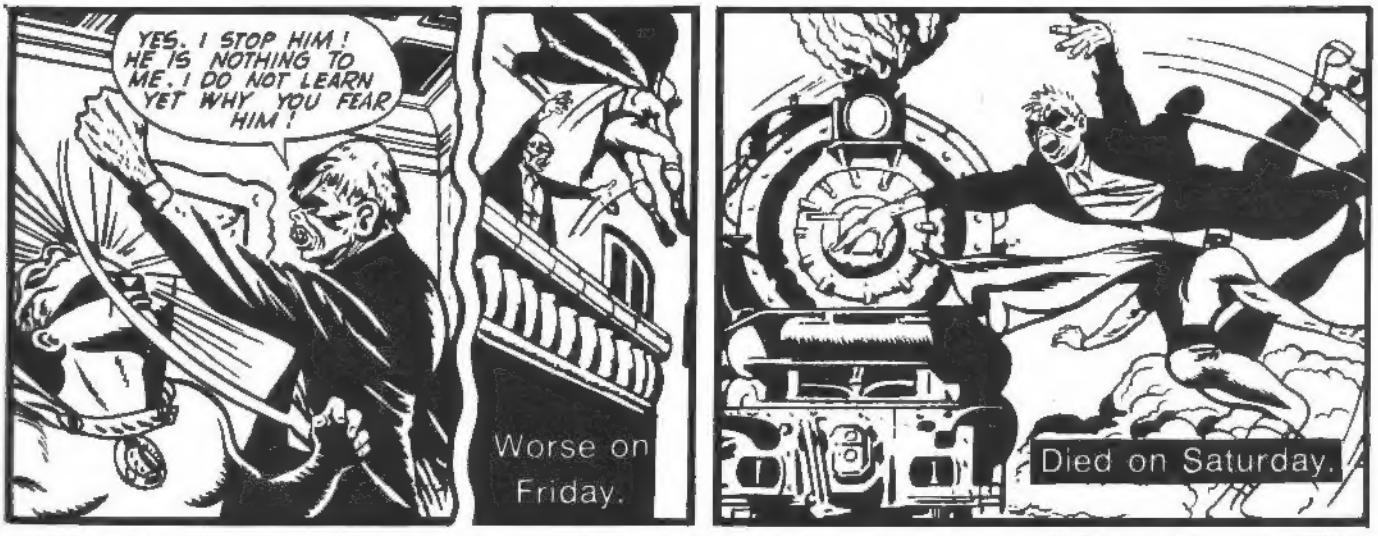
But even though Dick's heavy schedule prevents his pressured pencil from gracing the pages of the new **Blackhawks,** there is still a touch of Mr. Dillin in the first issues of that book drawn by fellow artist, George Evans. If you look close as the image of the oldest **Blackhawk,** Hendrickson, you will see a haunting resemblance to former **Blackhawk** artist, Dick Dillin! It's George Evans' silent tribute to his predecessor and it may, at last, reveal the reason Dick Dillin was able to guide the team through so many years, so convincingly.

Could it be, after all those years at the drawing table, Dick Dillin was finally voted into the corps? Only **Blackhawk** knows for sure.

"Where do you get your ideas?" is a question frequently asked of comic book writers. It's a hard question to answer because an idea can come from anywhere, and there are as many answers as there are stories. In one of the best remembered tales from comic's golden age, Science Fiction writer Alfred Bester built both plot and protagonist around a children's nursery rhyme entitled. . .

SOLOMON GRUNDY

OUT OF THE OOZING SLIME EMERGES A FANTASTIC FIGURE..
LOOK! SOMETHING'S COMIN' OUTA THE QUICKSAND!
Solomon Grundy. Born on Monday.
NAME? I.. HAVE NO NAME. I.. WAS BORN ON MONDAY!
BORN ON MONDAY? LIKE DAT NOISERY RHYME GUY, SOLOMON GRUNDY, HEY?
YES.. THAT IS A GOOD NAME. SOLOMON GRUNDY.. IT WILL BE MY NAME!
Christened on Tuesday.
CAN'T ANYTHING STOP THIS MONSTER?!?!
YAAAH!
Married on Wednesday (to a life of crime)
AND SO..TIME BRINGS US TO THURSDAY. . .A DAY OF GHASTLY HORROR FOR ALL GOTHAM. . .
HE'S TEARING DOWN THAT STEEL DOOR WITH HIS HANDS!
OUR BULLETS CAN'T HURT HIM!
Took ill on Thursday. (Criminally ill)



THE THUNDERING TRAIN ROARS OFF INTO THE NIGHT...
BOY, DAT FINISHED HIM. . .AND YA DONE IT ALL WITHOUT YER POWER RING!
Buried on Sunday.
THE FAINT TINGES OF EARLY SUNDAY MORNING PAINT THE SKY. . . A WEEK'S NIGHTMARE IS ENDED. SOLOMON GRUNDY IS GONE. . .
I WONDER. . . I WONDER. . .
This is the end of Solomon Grundy

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